LET'S PLAY

by EDNA GEISTER

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LET'S PLAY

EDNA GEISTER

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Games for Children

BY

EDNA GEISTER

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LET'S PLAY. II

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DEDICATED TO

MY MANY AND MUCH-LOVED NIECES
AND NEPHEWS

FOREWORD TO MOTHERS AND LEADERS

"Mother, we *love* to have you play with us!"

Could there be a finer tribute? And why do we love to have mother play with us? Because she keeps Charles from pulling Sarah's hair? Not at all. Charles is so busy having a good time that he has not the slightest interest in pulling Sarah's pigtails. It is rather, because Mother is herself so filled with the spirit of play —the most infectious of all feelings—that she immediately creates an atmosphere that takes Charles and Sarah and all the other small guests right out of themselves into the important business of the hour, whole-hearted, whole-souled fun.

At once I hear this question:—"If a leader's part in the play of children is so important, what about the danger of taking away initiative from children in their playtime?"

The real leader calls out initiative to a degree that would be absolutely impossible were there no leadership. Doris is a born leader at nine years of age. In games with her playmates it is natural that she should take the lead always, while the others are glad to follow. But an understanding mother or leader cannot only wisely direct Doris' talent for leading, but in addition, call out the dormant possibilities in Jean and Margaret, who would under no other circumstances be anything but

followers. A mother's and leader's part in children's play is to call forth and direct initiative, to create and preserve the spirit that will bring to each child the infinite good that can come from true play.

Nor is the part of a leader a matter of discipline. It is inconceivably easy for a leader to handle large groups of children—after the right atmosphere has been created. Let a leader put all her thought and all her personality into creating a spirit of real fun, and the matter of discipline becomes a minor issue.

Finally, the task of a leader surely is not one of merely teaching the rules of a game. Such rules must of necessity be explained, but they are only the mechanics of real fun, and once the children understand a game, the leader's part is one of interpretation rather than explanation—an interpretation of the spirit of play. That is the thing which makes the children love to play with Mother—her interpreting of the spirit of real play.

But for all her importance in the play of children, the leader is the invisible guest. The children who enjoy play to the full, who show the most initiative, the finest sportmanship, and the best group spirit, are those whose mothers truly interpret the spirit of play for them, and then leave to them the working out of their own little problems, confident of the fair play which, with all its invaluable lessons, helps so immeasurably in the making of real citizens.

Blessed indeed is the mother or leader who knows and takes her part in the play of children.

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LET'S PLAY

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CHAPTER I

RACES FOR IN OR OUT-OF-DOORS

Experience proves decidedly that children love no form of fun more than they love races. The competition, and excitement, and real sportsmanship, and good-natured fun over the inevitable mishaps of a race make this form of recreation invaluable in entertaining children. I never shall forget one very stout Lydia of my eighth grade, years ago. She was a hindrance to every team to which she was ever allotted, but the team members took her as part of the game, and when her turn came and she wheezingly agonized down the course the feeling was always "Give her gas, Lydia!" rather than one of irritation because she could not break a record for her team!

Most of the races described in this chapter can be used either in or out-of-doors. It is true that some of them take up considerable space for indoor entertainment and could be used to best advantage in a large hall or a gymnasium, but it is worth while to make every effort to put on at least a few races at every children's party, no matter how small or crowded the room.

Relay Races.

In several cases a suggestion is made to the effect that the relay plan may be used. When this is used, all the children are divided into groups of equal size, members of a group standing in lines or columns or couples, as the case demands. When either the first runner or the first couple has run the course, the second contestants are touched off, and then the third and fourth, and so on until all members of a team have run the race. The team whose last runner or couple first finishes the required stunt, gets the prize as the winning team.

Relay races are particularly good for large groups, for a great many children can take part in a race which requires comparatively little space.

Siamese Twins Race.

Children are paired off into couples, the two members of a team having their backs to each other, with their hands joined at the side. One of them is facing the goal. At the signal, all teams start racing to the goal and return, their method of locomotion being anything they choose. Usually they try to run, but they soon get over that foolishness, and finally discover that the best and safest means of getting there is to hop, both members of a team hopping at the same time. The relay plan may be used.

There is no prize good enough for the winners of this race!

Nose Push.

If contestants in this race are expected to look respectable for the rest of the party, a sheet should be provided for the race-course. There are not more than three

contestants, each one of them being provided with a peanut, and, we hope, a long and practical nose. Contestants are asked to kneel at one end of the sheet, put their peanuts on the sheet before them, and when the signal is given, to push the peanuts to the other end of the sheet and back, using their noses as the pushers, their hands being clasped behind them.

The winner is not the only one who deserves a prize in this contest!

Hobby Horse Race.

There are seldom more than two players on a team, that being sufficient! The first one of each team is supplied with a hobby-horse. When the signal is given, these riders start riding their horses to the goal. If they ever reach it, they are to return and give their horses to the other member of their team. Experience proves that most second riders never get a chance to ride, for too many first riders fall by the wayside!

Backward Kiddy Kar Race.

This race is much funnier if there are only a few contestants. There should be only two teams, with two on a team, the first one on each team being provided with a kiddy kar. These first two riders are asked to turn their cars around so that they are facing away from the goal, and then sit on their cars with their backs to the goal. When the starting signal is given, they start racing to the goal, backwards. When they reach this goal they are to return to the starting point, going backwards of course, and give up their kiddy kars to the second members of their teams. These second victims run the race in the same inverted order.

As a leader, I have never found it difficult to make the first runners give up their cars to the second runners!

Barrelhoop Race.

This is like the regular "Barrelhoop Race," except that the girls are pitted against the boys, and that their manner of getting through the hoop is different. Girls are lined up in one line and boys in another. The first one in each line is given a hoop in which no "slivers" have been left. One thing is certain. If there were slivers left on the inside of the hoop at the start of the race, they certainly would not be there at the finish. Where they would be is another matter!

At the starting signal the first two are to run up to the given line and are to go through their hoops before they can run back and give these hoops to the next runners. Girls are to raise the hoops up over their heads, and pull them down over their bodies, stepping out of them when they reach the floor. Men are to step into the hoops and draw them up over their bodies. As soon as each player has "gone through the hoop" he runs back and gladly gives his hoop to the next player.

It is almost a sure thing that the girls will beat the boys. Girls are so much more agile and so much more graceful, don't you know?

An Impromptu Shower.

Just after two teams have finished a race let each team choose a representative for the next race. In their choosing, advise them to pick out some one whose sense of humor will not get the best of him! These two representatives are brought out before the other players, asked to lie on the floor, and then each one of them is handed

a glass which is almost full of water. When the signal is given, they are to start drinking the water while lying flat on their backs, and the one who first empties his glass (in himself, not over the floor!) brings unlimited honor and glory to his team, to say nothing of affording a laugh that almost cripples his fellow players.

The Weavers.

Rows of Indian clubs or long-necked bottles, about six to each row, are placed in front of each line of players. When the signal is given, the first one in each row starts to weave his way in and out of the clubs in his row, down to the end of the row and back, and then runs back to his team to touch off the next runner. If a club is knocked down, the runner must set it up again, and then go back to the beginning of the row, and start over again.

Girls with wide skirts, and boys with wide legs make good contestants for this race.

Walking the Chalk.

Race-courses are laid out by means of chalk lines drawn on the floor, or long pieces of string laid there. A course is laid out for each competing line. When ready, the first runner of each team starts to walk down his chalk line or his string, the only requirement being that every step he takes must be on the line. That means that both feet must be kept on the line, that he cannot take a step on the line with his right foot, put his left foot on the floor and then advance again on the line with his right foot. Rather, he will have to follow a single track, one foot following the other on the line. When he has

reached the end of his line, he turns and walks back on the line, touching off the next runner of his team.

The team which first walks its line successfully gets the prize. Some soothing eye lotion might be very much to the point.

It is unnecessary to make a rule against running!

Wet Feet.

The size of the brook to be jumped depends on the size—and weight—of the players. The banks of the brook are formed by using two long sticks. Players are divided into two teams, and when ready, the first players from each team come up to jump the brook. When they have either jumped it or fallen into it, the next two players come up to take their turn, and so it continues until all the players have either jumped the brook or fallen in and got wet feet. Score is kept in the following way: When the first two players competed against each other, if they both fell in the brook and got wet feet, there is no score. If both jumped it, both teams get one point. If only one of them jumped it, the successful jumper's team gets one point, while the other team gets none. The score is very carefully kept and is announced after each trial.

None of the children want the short, fat players on their teams for this race!

Ankle Race.

Use this as a relay race. Each runner puts his hands on his ankles, and at the signal, runs down the course and back in that position. This is wonderful for children—or grownups—who are overweight.

The Nut Race.

The players are divided into two teams, which teams stand in diagonally opposite corners of the room. The first player of each team is given two or three nuts, the number depending on the size of the nuts, which he is to carry on the back of his hand while he hurries around the room. When they are ready, these first two players start out, each from his own corner, run around the room and back to their respective starting places, and give the nuts to the next players who do the same thing. Each runner in turns runs around the room with the nuts on his hand, until the last member of his team has run. The last runner who first returns home with his nuts wins the race for his team.

It takes considerable poise to be able to run at top speed while one is balancing some nuts on the back of one's hand! A few rules are necessary. The nuts are carried on the player's right hand, while his left hand is held behind him, and must not be used to help keep the nuts on. Also, to make sure that runners will not cut corners, chairs are placed in the four corners of the room, and runners are obliged to go around the chairs, any one cutting across in front of them being made to go back.

As for the nuts, any kind of nut may be used, or peas or beans or peanuts may be substituted, the only requirement being that the object held on the hand be unstable and liable to roll off.

Feather Blow.

Players are lined up for a relay race, the front ones toeing a line. The first one in each line is given a little feather, and at the starting signal is to blow it to the goal, which is about twenty feet away, and return, and then

give it to the next player, the object being to see which line can first blow its feather down the course and back.

Feathers *have* been known to be elusive!

Fan Ball.

The information for this race is like that for Feather Blow. Players are given toy balloons which they are to blow to the goal and return. Or they may be provided with fans, and asked to fan the balloons to the goal and return. Neither task is as simple as it sounds.

Feather Pass.

Players are divided up into two lines of equal length, the two lines facing each other. The one at the head of each line is given a feather, the kind that one is able to pick from a bed-pillow. At the starting signal, they start passing this feather down the line, every person being required to take the feather and pass it on. When it reaches the last player, he starts it back, and the line which first gets its feather back to the head of the line wins that heat. A score is kept, the feather being passed down the line and back, three times. The line which wins two out of the three times is the winning team.

Pass the Shoe.

Children are divided into teams, all players facing the center. At one end of each line is a table on which are placed a number of articles, the articles on one table exactly like those on the other. They may include a boy's shoe, a waste-basket, a rolling pin, and a heavy book. When the signal is given, the first one in each line starts passing the shoe down his line. It must be

handled by every one, and not thrown from one player to another. When the shoe reaches the end of the line, it is immediately started back again. When it again comes back to the first player he puts it down on the table, and starts passing the second object. That, too, must go to the end of the line and then return to the head before the next object may be started. The team which first passes all its articles down the line and back wins the race.

This race is very effective, too, when all the articles are passed backward over the head, players lined up in a column, all of them facing the front of the room. Passing a bulky waste-basket back over one's head is no idle jest.

The Flour Hunt.

When the group is divided into two teams, let each team choose a representative whom they think can win the Flour Hunt for them. In no case should a leader tell what this race is to be, before the representative is chosen, or none would ever be chosen!

When the two contestants are ready, each one is asked to get down on his knees. A saucer filled with flour is set before each one, the hostess being careful to see to it that the saucers are placed on newspapers. They are told that there is hidden treasure in the flour, and that the one who first finds the treasure in his flour gets a prize for his team, as well as being allowed to keep the treasure. The only difficulty is that they are to find that treasure with their teeth, their hands being held behind them.

Perhaps it would be just as well for the hostess to provide newspaper for their necks, as well as for her rugs!

Heel Toe Race.

Players are divided into lines of equal length, the first one of each team toeing the starting line. These first runners are to race to the goal line, and back to touch off the next runner in their lines. However, life is one complication after another. They are not to run in the ordinary way, but are to place the right foot carefully on the floor, and then place the heel of the left foot directly in front of the toes of the right foot, making sure that they touch. Then the right foot is placed directly in front of the left, and so they continue down the course and back again.

Needless to say, there are no speed limits to this race. Any one who *can* go fast deserves to be allowed to go as fast as he can.

Washday.

Girls are pitted against the boys in this race. The leader has three helpers, there being two to hold each washline which is stretched across the room. One line is for the girls and one for the boys, the girls being lined up against one wall, facing their washline, and the boys lined up against the opposite wall, facing theirs. Each contestant is supplied with two clothespins. At a signal, the first girl and the first boy run to their respective lines, and pin their clothespins on the line, and then run back to touch off the next runners on their teams. These next runners do the same thing, the object being to see which team, boys or girls, can first get all their pins on the line.

However, as is true in most of the tasks of life, there are difficulties. The two posts who are holding up each washline are extremely nervous, and keep shaking their

lines so that they wave up and down and backward and forward.

It takes a cool head and a steady eye to pin a clothespin on a nervous washline.

Clothespin Fishpond.

Two fishponds are provided, a fishpond being just a curtain or a sheet drawn across one corner of the room. The fish are represented by clothespins, there being an even number in each pond. Each team is provided with a fishpole, this, too, being a very impromptu affair of a stick with a line on it, with a bent pin on the end of each line. It is a good plan to test out the pins before the game starts, for some clothespins are heavier than others, and a real hook may be necessary.

Players are divided into two teams, the first player in each team holding the fishpole. At the starting signal these first two players run over to their individual fishponds, fish for a clothespin, and when they catch one, run back to the starting point, deposit the pin in a pan put there for that purpose and give the line to the next player who does the same thing. This continues until all the players have fished for and caught a clothespin. The side whose last player first hooks a clothespin and deposits it in the pan wins the race.

Hooking a clothespin on a bent pin is a hard matter at best, but when, in addition there are several excited and scornful teammates hurrying you on, life becomes a complicated affair.

Chariot Race.

Four runners make up a team in this race, two of them being in front and the other two in the rear, all of

them facing the goal, their hands being joined so that they form a hollow square. A goal is assigned to each team, and when the signal is given, each team runs to its own goal, goes around it, and runs back to the starting point.

The relay plan may be used. To win the race the winning team must still have hands joined all around when it reaches home. It is such a temptation to leave "Fat" to his own devices half way down the course!

Wobbly Writing Race.

Two earthen jars, two pencils and two pieces of paper are necessary. One of each of these is given to the first member of the two teams into which the group has been divided. These first victims are asked to sit on the jars, put their left heels squarely on the floor, and then put the right heel on top the left toe. When they successfully assume that position (Note: We say *when!*) they are to write their names on the pieces of paper as quickly as possible so that the next players may take their turn at it. If the leader thinks the game is running too slowly she may start counting twenty, and if the contortionist has not written his name by the time she counts to twenty he must give up. When all the players have written their names in this manner, or tried to, the side which has the greater number of signatures gets a real prize.

Backward Blow.

This race is guaranteed to change the shape of the mouth of every player who enters it. Guests are divided into two teams, there being a lighted candle on a chair

across the room from each team. At the signal, the first one in each team turns around, walks or runs backward to his candle, and when he reaches it, tries to blow out the candle without touching the candle or the table, and without turning his body around. He may turn his head of course, but to make sure that players do not turn around their bodies, a rule is made that both feet must stay flat on the ground, facing the direction they came from.

As soon as a player blows out a candle, he runs back to his team and touches off the next player, and so it continues until all his teammates have had a blow at the candle. A leader's assistant sees to it that the candles are relighted after being blown out.

Beauty of facial expression and grace of body movement do not count in this race.

The Family Race.

Children are divided into "families," with not more than six in a family. The father or mother of each family folds his arms, while the other members line up behind them, each one putting his hands on the shoulders of the one in front of him. At a signal, all families start to run to the goal line. Every member of a family must have crossed this line before they can race back to the starting point. Score is kept of the winning family for each event.

The next event is a walking race. Each family must walk to the goal and return.

The next time they are to hippity-hop, and if ever you have tried to hippity-hop as part of a wiggly line, with your hands on the shoulders of the one in front of you,

and with some one else pulling you back from the rear, you will know how easy this hippity-hop race is!

The last event is a backward race, and each family, after the starting whistle is blown, is to turn around and run backwards to the goal and return. This, too, is a *very* simple matter.

Members of a family must keep their hands on the shoulders of the one in front of them all through each race. If a family should break apart, the front section must wait for the others to catch up before they go on with the race.

The family which has won the most events gets a good big prize. They will deserve it.

Pass Ball.

Players form two circles, there being an equal number in each circle. Each group has a captain who is provided with a ball of some kind, either a soft indoor baseball or a basketball. When the starting signal is given, these captains start passing their balls to the right, the object being to see which group can first get its ball around the circle and back to its captain. As soon as a captain gets the ball back in his hands he calls out "Here!", and his circle is given one point for winning the first round. The balls must be passed from hand to hand, not thrown or tossed, for this first event.

The balls are again started around the circle, and the group which first gets its ball back to its captain gets a point. This is repeated a third time, so that a score of two out of three may decide the contest.

This same contest may be used with a change in the method of passing the ball. Instead of just passing the

ball from hand to hand, players may be asked to stand further apart, and to throw the ball to each other.

Other methods of passing the ball include the following: 1. Players are asked to turn their backs to each other, and to throw the ball backwards without looking over their shoulders! 2. Players are asked to sit on the ground or floor, some distance apart, and throw the ball while seated.

If at any time a player does not catch a ball thrown at him, he himself must run after it, go back to his own place in the circle, and throw the ball from that place, rather than doing what children (and grownups!) always want to do—to throw it from the place they picked it up.

Hoptoad.

A row of six boys' caps or books is laid out in front of each column of contestants, the caps or books being set about a foot apart. At the starting signal, the first one in each team runs up to his row and immediately starts hopping on one foot over the obstacles. He must hop on one foot over all the obstacles in his line, and do the same thing on the return. When he has finished, he runs back and touches off the next runner who does the same thing. The first row to complete the hopping wins the prize.

If a runner touches one of the obstacles in hopping, or if he puts both feet down on the ground, he must start his hopping all over again. However, he may change from one foot to the other.

This may be varied by having the players hop around the obstacles, hopping to the right of one, and to the left

of the next, and so on to the end of the line and then back again.

Hop Square.

This may be played either on a sidewalk or on a gymnasium floor, or for that matter, on any floor on which players may mark with chalk. A row of six squares, which are about nine inches square, is marked off in front of each line of contestants. The first one of each team must hop down the line of squares, landing in the middle of the square, and back again, touching off the next runner. Players may change from one foot to the other, but any one who puts both feet to the ground or floor must start again.

Pieplate Roll.

The relay plan should be used for this race. Each contestant is given a pieplate which he is to roll down the course and back. Players are always eager to kick or throw the pieplate. Therefore, a ruling is made to the effect that if a pieplate leaves the ground or stops rolling, the contestant must take it back to the starting point and begin over again. He will not kick it again.

Marble Throw.

Players are divided into two lines of equal length, each player being given two marbles. In front of each line, and about ten feet away from the first player, is a basket. At the starting signal the first player of each team, who is toeing a line, throws his marbles towards the basket, trying to throw them in. Then these first players go to the end of the line, and the second players move up to

the starting line and throw their marbles. The team that gets most marbles in the basket wins the race.

Criss Cross Pass.

Players are divided into two teams. Each team is divided into two lines, A and B, which face each other. The first player in line A of each team is given either a beanbag or a ball. At the starting signal he throws it across to the member of his team who is directly across from him, the first player in line B. This player then throws it to the second player in line A, who throws it to the second player in line B, and so it goes criss cross down the line. When it has reached the last player, he throws it over the heads of the other players of his team, down to the first player.

The team which first gets the ball back to its first player gets one point. This is repeated twice, and the team which wins two times out of three wins the game.

Impromptu Addition.

Players are seated as they would be in a schoolroom, there being an equal number in each row. If possible a child's blackboard is set up in front of each row. If that is not possible, a large sheet of plain white paper for each row will do fully as well. Either chalk or a heavy, soft pencil is furnished the first player in each line.

The first player in each row is to run up to the blackboard and write a number of two figures, run back and give his chalk to the second player, and then be seated. The second player runs to the blackboard, puts down another number of two figures directly below the first number, runs back and gives his chalk to the third

player, and so it continues until it comes to the last player in each row. He is to run up to the board, add the column of figures and then run back to his seat. The team whose last player first gets back to his seat wins the race. It is so easy to add figures when one is in a tearing hurry! The "adder" deserves the whole prize himself.

Incidentally, the addition must be correct.

Spontaneous Writing.

The formation for this race is like that of Impromptu Addition. The first player writes a word on the board. The second writes another, and the third still another, and so forth, each player contributing a word to make a perfect and complete sentence. The row whose last player writes his word and puts in his period, and sits down in his seat before any other last player is able to do it is surely the winning row!

All i's must be dotted, and t's crossed, and every sentence must have a real meaning. For example, when players are in a hurry, they are apt to write the following kind of sentence: "My orange is pretty yellow round." Another favorite hurry-up way is to simply connect up a lot of words with "and." Thus: "The horse is white and big and strong and bony and mean and hungry and—" world without end! If the leader sees a tendency to do that she may make a rule that only one "and" is allowed in a sentence. Cruel, but necessary.

Hurry-up Art.

The formation for this race, too, is like that of Impromptu Addition. The first player draws a line,

the second player adds to it with another line, the third makes another, and so forth, until it comes to the turn of the last player. He is to finish the picture, using just one line to do it. Try it, if you think it easy.

All lines must be connected, of course. The team which draws the best picture in the least time gets the prize. However, the judging of these works of art usually resolves itself to a matter of picking out the one that looks like *something!*

Toothpick Push.

This should be used as a relay race. First players are given toothpicks and peanuts. Peanuts are to be pushed to the goal and return, the toothpicks acting as pushers. They then give up both toothpicks and peanuts to the next players. They are usually glad enough to give them up.

Potatoes or lemons may be used instead of peanuts.

Overhead Pass.

Players are lined up in columns of equal length, all of them facing the front of the room. The front one of each column is provided with a pan that is just a little bit deeper than a pieplate. In each pan has been placed a handful of shelled corn, or rice, or beans, anything that will move around and be hard to balance when moved rapidly. When the signal is given, these first players start passing their pans back over their heads. When a pan reaches the last player, he takes it and runs to the front of the line with it, taking the place at the head of the line, while all other players in his line move back one place. He immediately starts passing the pan back again, the last player again coming

to the front with the pan, and all others moving back one place. The race is won by the team whose original leader is back at the head of his line before the leader of any other line is back in his place.

When corn or beans are spilled, they must be picked up before the pan may be passed on. That is the object of the corn or beans! If they were not present, the pan would be just about thrown over the heads to the end of the line. As it is, it takes real skill and real care to get the pan back over one's head at all, because of the treacherous contents.

Other objects may be used to good advantage. They include beanbags, Indian clubs, baseballs, and wands.

Straddle Pass.

Boys are lined up as for Overhead Pass, but instead of passing things backwards over their heads, they pass them down between their feet. Indian clubs serve very well as the object to be passed. If a basketball is used, it should be rolled and batted down the line between the boys' feet. If the ball rolls outside the lines, it must be brought back exactly where it rolled out.

Thread the Needle.

Players are divided into teams, all members of a team pairing off into couples, both teams standing at one end of the room. The first girl in both teams is given a needle with a large eye and a very dull point. Every boy is given a piece of No. 50 white thread. At the signal, the first couple of both teams runs over to the other end of the room. There the girl puts her right hand behind her, takes the needle in her left hand and holds it out toward the boy, who immediately starts to

thread the needle of his partner. Sometimes he does just start, and gets no further! It is no laughing matter to thread a needle when you are in a hurry, especially when you may use only one hand, and must do it "out of a clear sky."

As soon as a needle is threaded, the thread is pulled out, and the partners run back to touch off the next couple, giving the girl the needle. This continues until all the couples of a team have threaded the needle, or made a desperate attempt to, the team whose last couple first finishes the task being the winning team.

However, every boy in both teams should get a prize.

Hoop Race.

Each contestant is given a hoop and a short pencil, and is to roll the hoop down the course and back to the starting point, using the pencil as the pusher. The relay plan may be used.

The Broomstick Race.

Contestants are divided into teams, the first one on each team being given a broom. At the signal, these first riders ride their brooms down the course and back, then giving their brooms to the next riders of their teams, who repeat this performance, the object being to see which team can first get all its members down the course and back, via the broomstick.

Wand Race.

Formation for this game is like that for the Broomstick Race. The first contestants on each team are given either a wand or a broomstick handle, and when the signal is given, they balance their wands on their left

forefingers, and run as fast as they can to the goal and return, giving their wands to the next players, who do the same thing.

No contestant is allowed to use his right hand to help balance the wand. It must be carried on the left forefinger only. If a wand falls down, it must be picked up and put back in place without the help of the right hand. However, experience proves that it is not the wand that is as likely to fall as is the runner, who loses his own balance in trying to keep that of his wand!

Bicycle Race.

The children's bicycles used for this race should be as far out of proportion to the contestants using them as is possible. As in the Kiddy Kar Race, there are only two teams, with two players on a team. When they are all ready, the first players of both teams seat themselves on their bicycles, and make for the goal, facing to the front always. When they return, they give their bicycles to the second players of their teams, and they too race to the goal to see which one may get back to the starting point first. Long-legged contestants on short-legged bicycles make for real sport.

Beanbag Balance.

Players are divided into teams and are standing in column formation, one player standing behind the other. All teams are stationed at one end of the room, facing the other end, where an Indian club is standing in front of each line. On each club is a beanbag, and the first players in each line hold a beanbag. When the signal is given, these first players run across the room to their

respective clubs, change the beanbag they are carrying for the beanbag on the club, and run back to give their new beanbags to the next players on their teams, who, in turn, change their bags for the ones on the club.

If the club tips over, the player who tipped it must run back and see that it stands upright before he can go back to touch off the next runner.

The team whose last runner first gets back with the exchanged beanbag wins the race.

If Indian clubs are not available, long-necked bottles will do just as well.

Obstacles.

Players are divided into teams, with from three to five on a team. The first one on each team toes the starting line, and at a signal from the leader, runs down the course and back to his team, touching off the next runner who immediately runs down the course, back to his team, he too touching off the next runner. The object of each team is to get its last runner back in place before any of the other teams have been able to do this.

But—that is not as easy as it sounds. Obstacles have been placed in rows in front of each team, and every runner must either jump or climb over the line of obstacles in front of his team. Obstacles may include chairs, piles of cushions, books, small tables, in short, anything that is hard to get over, the only requirement being that all teams have the same kind of obstacles. If this race is put on out-of-doors, it will prove very effective to have in each row of obstacles barrels to climb over and to crawl through, and a tree that must be climbed. A plank which is balanced on two rocks, and

which must be walked, is another good obstacle. Jumping standards, too, may be used to good advantage.

Couple Race.

Children are divided into two teams. Each player takes a partner, and they all stand in a double column facing the goal. A chair for each team is placed on the goal line. At the starting signal, the first couple of each team, with arms locked, hippity-hops to the goal, around their chair, and back to the starting point where they touch off the next couple, who go through the same performance. Of course the object of each team is to get its last couple up to the goal and back to the starting point before the last couple of the other team is able to do this. All couples must hippity-hop, and must keep their arms linked throughout the race.

The next time they are to walk instead of hippity-hop, and the next time they are allowed to run. Then they may be asked to jump with feet together, or to jump backwards, or to run backwards. Or they may be given beanbags which they are to keep on their heads while they run to the goal and return.

A score is kept and the team which wins most of these events gets the prize.

Burden Bearers.

There may be any number of teams in file formation, with four or five to a team. The first one in each team is given a pie tin which contains an apple. He is to place this on his head, and when the signal is given, walk to the goal and return. He then gives the pie tin and the apple to the next runner who does the same thing.

However—this is hardly as simple a matter as it sounds. The apple is bound to run around the pie tin, and the pie tin is bound to teeter about. If his apple and his pie tin leave his head, the contestant will have to replace them with no help from the onlookers, and cannot advance a step without the pie tin and the apple in their rightful place.

Cripple Race.

The feet of each contestant are tied together. At a signal, all contestants start to hop down the course which is about twenty feet in length.

(Ofttimes they only start.)

Jump Race.

Children are lined up in files. At a signal, the first one, with feet together, jumps as far as he can. Immediately, the one who stood directly behind him comes up, and taking his stand at that place, he in turn jumps as far forward as he can, the first jumper going to the rear. Then the third jumper takes his stand at the mark made by the second jumper, and jumping as far forward as he can, makes a mark for the fourth one. This continues until the last one in the team has jumped. The line which has jumped the farthest wins the prize.

Backward Race.

The only difficult feature of this race is that it is to be run backwards. Contestants may run or walk, as they choose, the only requirement being that they reach the goal and return to the starting point going backward each way. The relay plan may be used.

This race is particularly good for fat children. Collisions are not so painful!

Sack Roll.

Contestants are given sacks, and they draw them up over their legs, holding them in at the waistline. Then they lie down on the starting line, and when the signal is given, they are to roll to the goal and return. The relay plan may be used. It is a good thing to choose either a soft floor or a grassy plot for this race course!

Horseback Race.

Boys are divided into two teams. Each member of a team takes a partner, a small one being the rider and a large one the horse. Riders mount their horses, all contestants forming a double column facing the goal line, which is not more than ten feet away. At the starting signal the first horse and rider of each team race to the goal and return, touching off the next runners who do the same thing, continuing in this way until the last horse and rider have run the course.

This sounds like a very speedy affair. It is hardly that. I have never yet seen this race put on without having some horse overcome, not by his burden but by his sense of foolishness. The only deplorable result is what his collapse means to his rider!

If the horses and riders are at all matched as to weight and size, let them change places.

Riding the Pole.

There may be any number of teams, with about six boys to a team. Each team is provided with a pole about ten feet in length. Members of a team stand in

a column, with one end of the pole in the leader's hands and the other end on the ground, each member of the team straddling the pole as children ride a hobby horse. At a signal, each team rides its pole up to the goal line, and then runs back to the starting point where every member of the team moves back one place, the one in the rear going to the front and taking the place of the driver. Again they run to the goal line and back, each member of the team moving back one place as before.

This continues until the original driver is back in his place. The team which first accomplishes this feat gets the prize. It should be something cooling!

Rolling Race.

This is a good picnic race. A grassy plot is essential. Contestants roll their way to the goal and return. This may be a relay race, each member of a team touching off the next roller as soon as he gets back to the starting point.

(We should like to recommend this for stout grown-ups, but lack the necessary courage!)

Spaghetti Race.

This too is a picnic contest. Instead of the usual blueberry pie, use well-cooked spaghetti in this eating contest. The spaghetti is placed in pie tins before each contestant, and at a signal each one starts putting away his share of spaghetti. Hands are not to be used in the process.

If the spaghetti is cut in sufficiently long strips, complications ensue!

Long Distance Leapfrog.

Boys are divided off into teams, each team having from five to ten players. One stands behind the other, the first one in each line toeing the starting line, all of them facing the same direction. When the signal is given, the first boy in each line stoops down on all fours, while the boy behind him leaps over him, and in turn, stoops down exactly where he landed without taking a single extra step to advance himself. The third boy then does the same thing, the object being to see which line can leapfrog the greatest distance. This continues until the leader's whistle blows at the end of two minutes. The line which advanced the farther gets the prize.

Backward Leapfrog.

The formation for this is exactly like that of Long Distance Leapfrog. However, when the starting whistle blows, the last one, instead of the first, stoops down, and the boy who stood directly in front of him does a backward leapfrog over him, and then stoops exactly where he landed, while the rest of the team follows suit in turn, all the leaping to be done backwards. If the leader has any mercy at all, he will make this race a short one. There are never any records broken in Backward Leapfrog. It is rather one's sense of humor, and one's capacity for laughter that are in danger of being broken!

Somersault Race.

Boys line up on the starting line, every boy working for himself in this venture. Each one of them has been given a number, and at the starting whistle, No. 1 turns

a somersault, and without stopping keeps on turning until he is "turned out." The score-keeper keeps a record of how many somersaults he turned. Then No. 2 starts in, and when he has turned all the somersaults of which he is capable, No. 3 takes his turn, and so on down the line. The boy who turns the most somersaults without stopping, *should* get all the ice-cream he wants.

Roller Skate Races

These races should be put on in either a large hall or a gymnasium. All contestants wear roller skates.

Couple Race.

Players are divided into two teams, members of a team taking partners. They stand in columns, all of them facing the goal line, couples standing one behind the other. The first couple of each team stands on the starting line. At the signal, the first couples, partners having arms locked, roller skate to their particular goal, which may be a chair or a post some twenty-five feet away, go around it, and return to touch off the next couple. The team whose last couple first gets back to the starting point, is the winning team.

Partners must keep arms locked all the way. If one falls down probably the other one will fall too, but partners are partners!

Umbrella Race.

This race is exactly like the one above except that the man must carry an umbrella, and hold it carefully over the girl, no matter how much he needs that hand with which to balance himself when racing around a corner.

Water Race.

Each contestant carries a glass full of water. If any of the water spills, the glass must be filled again before it may be given to the next runner. It does so help one to balance, going around a turn at full speed when one carries a glass full of water!

Balance Race.

Contestants all carry beanbags or books on their heads. If the beanbag or book of one runner falls off, he must keep hold of his partner's arm while stooping to pick it up. This makes for wonderful grace and poise.

Backward Race.

Formation is like that of Couple Race, but all contestants must turn around and race backwards.

One Skate Race.

All contestants take off one skate.

Flying Race.

Partners must have their inside arms joined, but are to flap their outside arms up and down as though they were flying. It is astonishing how often this flying brings them down to earth!

High Steppers.

Contestants must step high, raising the feet at every step.

CHAPTER II

INDOOR GAMES FOR SMALL GROUPS

Active Games

Beanbag Jerusalem.

Beanbags are placed in a circle on the floor, there being enough beanbags for all but one player. Children form a circle just outside the beanbags, and when the music begins they start to march around the beanbags. The music gets faster and faster, which means that they will have to march faster and faster, and finally run as fast as they can. Suddenly the music stops short. Instantly there is a wild scramble for a beanbag, and the slowest one in the group will be left without one. He is invited to sit on the floor in the center of the circle. However, he will not be lonesome for long, for one beanbag is removed and at the next scramble another player will find himself among those missing when it comes to acquiring a beanbag. One bag is taken away each time. When it comes to two players sparring to get the one remaining beanbag, it is to laugh!

Indian clubs or books may be used instead of beanbags. When the music stops, all players—except one—grasp an Indian club or book and hold it high in the air.

Shoot the Face.

A large picture of a face is drawn with charcoal on a piece of dark green blotting paper. Players are di-

vided into two lines, the front one in each line being provided with a pea-shooter. On a chair near each of these first players is a small dish of water and a bowl of peas. When ready, the first two shooters dip their peas in the water and then shoot them at the face, trying to hit one of the eyes. After both of them have shot, they see which one of them came nearest an eye. The one who did, gets a point for his side. If either one hits the center of an eye, he gets five points for his side. A piece of charcoal is available, and these shooters cross off the marks they made, with the charcoal. Then they give their shooters to the next two players, and after they have shot and taken the score, they in turn pass the shooters on. This continues until all the members of their teams have shot. The side which gets the highest score is the winning team.

It would be just as well for the hostess to put the shooters out of sight as soon as this game is over. A human target is irresistible when a shooter is at hand!

Storks.

For real fun, Storks cannot be surpassed. Players are divided into two sides, one side the storks and the other the hunters. The hunters are provided with three large rubber balls, and they are to stand about twenty feet away from the storks, who are lined up at one end of the room in very much the same fashion in which ten pins are arranged. They are to stand on one foot, and are not allowed to lean against anything for support. When tired of standing on one foot they may shift to the other, but at no time, while the bowling is on, may they stand on both feet without giving a point to the score of the other side.

The hunters line up at the other end of the room so that they may take turns at bowling. The first bowler takes the three balls, and with great care rolls them down the room at the storks standing there. His aim is not merely to hit a stork and wake him up, but, in addition, to make him put his other foot on the floor. Any stork who is obliged to put down his other foot in order to keep his balance, gives one point to the other side. Hitting a stork's legs counts only when the stork puts both feet on the floor to keep his balance. However, it is one stork in ten who can be hit while standing on one foot, and still not need the use of the other foot, so scores are not so hard to make after all. When a stork has once put down his "extra" foot, he must leave it there until the bowler has had his three shots.

Score is kept of the feet that went down in defeat, and credit is given the team, not the individual player. When the first bowler has finished, the storks are given a second's rest, and then are to stand on one foot again for the second player's shots. This continues until each player has rolled three balls. Then the storks and the hunters change places, and the former bowlers discover that it is not half so funny to be a stork as it looked. The side which has the most "feet down" to its credit, gets the prize, although they all deserve it for playing stork!

Indoor Menagerie.

A fairly large room should be used for this game. Guests are divided into four equal groups, one for each corner. Players may be asked to choose the name of some animal for themselves, or the leader may read a suggestive list and let them choose the one they want.

It stands in the middle of the room, and when they are all ready calls out, "I want the bears to change!" whereupon all bears must run from the corner they are in over to some other corner. Any bear who is caught on the way must go into the center of the room to help It. Next, It may call for the monkeys to change corners, and any monkeys who are caught en route stay in the center to help the other Its. This must continue until all the animals are caught.

The names of birds may be used instead of animals. If the room is not large enough to run in, the leader may ask that all animals or birds hop on one foot instead of run.

The Doll Shop.

Either the leader or one of the older children is chosen to be the shopkeeper, and another guest is the customer who wants to buy a doll, either a little girl doll or a soldier doll. The shopkeeper should have a good vocabulary and a strong imagination. All other players are dolls. The customer comes into the shop and asks the shopkeeper to show him his best dolls, but insists that he does not want any dolls who are silly, and grin all the time. The shopkeeper protests that only well-bred dolls can smile; that it is a mark of distinction. He then calls out one of his soldier dolls, who may be a great hulking boy, and points out his beauty, his charm, his pretty nose and his prettier ears; makes him say "Mamma!" and "Papa!" and shows him off in every possible (and impossible!) way, all the time trying to make him laugh, for if he succeeds the customer will not buy the doll and the shopkeeper will have the

grinning doll on his side when it comes to the tug of war between the customer and the shopkeeper. In the meantime, either the leader or the customer has been silently counting to twelve, and when that time is up, if the shopkeeper has not succeeded in making his wonderful doll smile, the customer takes the doll.

If the doll does smile (and I wager you he does!), he goes over to the side of the shopkeeper. Each doll in turn is brought out, and his charms, imaginary or otherwise, are displayed, but if the doll is ill-bred enough to grin in the face of the customer, the customer will have nothing more to do with him. If he does not grin, the customer takes him gladly.

When all the dolls have been displayed, and either bought or rejected by the customer, every doll lines up behind his owner, and a tug of war settles the question of superiority. The shopkeeper and the customer join hands, while their dolls line up behind them, each one putting his arms around the waist of the one in front of him. When the signal is given, they pull with all their strength, and the side that succeeds in making the other side either break its hold or come over into the enemy's territory, proves that it was superior all the time.

If the shopkeeper is a good one, this game can be the funniest one of an entire party. Can you see Billy Haynes being chucked under the chin and told to say "Mamma!" for the lady, and then having attention brought to his pretty eyes and his lovely curls which-are-not, all this with solemn face? It has proved wise at times, to have the shopkeeper leave directly after this game, for the sake of his own health!

Card Throw.

Children are divided into two sides, one on either side of a line which is drawn across the room, about six feet above the floor. Players of one team are given cards with red backs, while those on the other side get cards with blue backs. They are to try (*try*) to throw their cards over the line into the enemy's territory. No player on either side is allowed to catch a card when it is dropping to the floor, which means that if a card has once gone over the line into the enemy's territory, it must be allowed to fall there and count against that enemy. However, most of the cards will not go over the line, but will playfully cavort up in the air and then come falling back in the home territory in a capricious way. No one is allowed to pick up these or any other cards, and when all the cards have been thrown, a count is taken. All the red cards found in the blue territory count one point apiece for the red side, and all the blue cards found on the floor on the red side count one point apiece for the blues. There will be a great many unsuccessful red cards lying on the floor on the red side, and unsuccessful blue cards on the blue side, but of course these will not count.

Not even woman is more changeable in her intent than is a card which is being thrown in a certain direction.

Musical Crosses.

This is played like the old "Going to Jerusalem" except that players are to stand on a mark on the floor instead of sitting on chairs. If the floor can be marked with chalk, crosses are checked on the floor in a circle, there being a cross for all but one player. Children form a circle just outside the crosses, and march around

while the music continues. When the music suddenly stops, every player makes a jump for a cross, and the one who is left without a cross is invited to sit on the floor in some other part of the room. A cross is then erased and the game goes on as before, one cross being erased each time, and one player being condemned to sit on the floor with the other unfortunates.

If the floor cannot be marked with chalk, newspapers may be laid out in the same way, with awful threats delivered against walking on the papers, for if that is done, the papers will be torn to shreds in no time, and the living-room will be a sight!

Sitting Down Jerusalem.

This too is played like the old "Jerusalem" except that players must sit on the floor rather than on chairs. If a leader can provide indestructible cushions to mark the places on the floor, they serve better than anything else, but magazines or books will do. Places are marked out in a circle on the floor, there being, of course, one more player than there are markers. As one player is dropped every time the game is played, one of these markers is taken up. Players must march outside the circle of markers.

If any reader wishes to reduce in weight, and gain in poise and grace, and most of all in speed, let him play this Sitting Down Jerusalem with swifter and younger players, and have to race to sit on the floor in one particular spot!

Musical Hide and Go Seek.

Players form a circle, with a boy and a girl, both of whom are blindfolded, in the center. The boy is to

find the girl, and to do so he must sing to her, sing up the scale, and she must answer him by singing down the scale, thereby telling him where she is. As soon as he hears her sing he runs to the place from which the voice came, but usually finds it empty, the girl having gone to a healthier part of the circle. He sings up the scale again, and again she answers him. This continues until he finds her, whereupon they choose the next players, she choosing the man, and he the girl.

Of course, the more he sings, the more she will have to answer him, and the more quickly he will find her. Perhaps the children will say that they cannot sing up the scale. In that case they may "Loo" up and down the scale, or whistle it. At that, the less they can sing the funnier the game!

Hidden Words.

Small alphabet letters can be bought at any toy store. These are hidden through all the rooms in which the party is to be given. Children are told that they are to search for the hidden letters, and the more they find the better,—but! Of course there is a but. The first letter each player picks up governs all the others which he may pick up later. For example, a player finds an "s" for his first letter. He is not allowed to pick up any letter which will not follow "s" in making a word. He might see an "r" close at hand, but not very many children can stretch their imagination far enough to make a word that starts with "sr," so he will have to put it back. Next he finds a "t," That will follow "s" beautifully, so he picks it up, only to look with scorn on an "x," but snatches at the "a" he sees near by. This continues until he has made a complete word,

which word might very easily have been "stay." He runs over to the scorekeeper, gives her his letters, tells her what his word is, and receives one point to his credit. He then continues his search for more letters which will form words.

This is the only rule of the game—that he is not to pick up a letter that does not logically follow the other letters he holds. It is such a temptation to pick up a likely looking letter in the hope that it might be of use in a little while, although it does not fit with the other letters right now! About ten minutes is given for this. The player who makes the most words is given a prize, although every one else deserves one too, for honesty!

Indoor Newcombe.

This is rather a strenuous game for indoors, but if a large room with little furniture in it is available, it makes one of the best possible games for children of about the same size. A line is stretched across the room about eight feet above the floor, and two or three rather heavy rubber balls are given out among the players who are divided into two teams, one on either side the line. When the starting signal is given, the players who hold the balls start tossing them to the opposite side, trying to throw the balls so that their opponents cannot catch them, and so they will land on the floor in the enemy's territory. Every time a ball is not caught, and lands on the floor it counts one point for the side that threw it. Sometimes the ball strikes the line and does not go over, and sometimes the balls go under the net, rather than over. There is no score when these balls touch the floor, but the players who are

near them pick them up and start throwing them again.

This continues for about three minutes, a scorekeeper for each side keeping a careful score of the number of times the balls legitimately touch the floor in the enemy's territory. For example, the scorekeeper for side A stands over on B's territory, and keeps score of the number of times A's balls land fairly on B's ground, and the scorekeeper for side B does the same thing on A's territory. After five minutes are up, they change sides for another round of five minutes.

Balloon Ball.

This is played exactly like Indoor Newcombe except that several toy balloons are used instead of the rubber balls. Balloons are so irresponsible and so elusive that players certainly are kept guessing. If a balloon breaks, it will count five points against the team on whose side of the line it was broken.

Booby.

Chairs are arranged in rows, as in a schoolroom. In the first row there is to be one extra player who has no seat. This extra player is to stand and face his row. When the starting signal is given, these first row players, including the extra one, start walking around their row of chairs, walking faster and faster until they are running as fast as they can. Suddenly the leader's whistle blows, and they scramble madly for a chair. They all get a seat except one player, and he is the booby. He then becomes the extra player for the second row, and when they start walking and then running around their row of chairs, he joins them, and

when the whistle blows he sees to it that he gets a chair so that he is no longer the booby. The one who is left without a chair goes over to the next row as their extra player, and so it goes across the room.

Almost invariably hard-hearted players unite in their efforts to make the one who was booby in the first row, become booby in every succeeding row. If they are successful, he becomes prize booby, and is compelled to do anything that one person in each row asks him to do.

Three Deep in Chairs.

Chairs are arranged as they were for Booby. At the head of each row is an empty chair. One of the players is being chased around the room by It, and to save himself he runs up to one of these empty chairs and sits in it. That is the signal for all those seated in this row to move one seat back, thus crowding out the last one in the row, who gets up and runs as fast as he can to get away from It, who now chases him instead of the one who sat down at the front of the row. When this new runner sees a chance, he too seats himself in one of the extra chairs, making the last one in the row the new runner when all players in that row have moved back one seat.

The rows should be short so that each player may have an opportunity to run. When a runner sits down in a front seat, he waits for the others in that row to move back, and then he takes the seat vacated just back of him, so that there is always an empty front seat.

If It should tag a runner they change places, It becoming the runner and the runner becoming It.

Bag Over Head.

Children form a circle. One player who is provided with a paper bag, stands on the outside of the circle. This player walks around the circle and suddenly claps the bag down over the head of some player. This is the signal for all the other players to take three long steps in any direction they choose, the object being to get away from the person with the bag on his head. This blind man wastes no time, but calls out "1-2-3, halt!" as soon as the bag is pulled over his head. Every one must stand stock still at the "halt." Then It starts out to hunt. As soon as he touches a person he tries to guess who it is, and in doing so is allowed to ask three questions which the player he is touching must answer, although the answers may be given in an assumed tone. If he guesses correctly who it is, the person becomes the new It, while all other players join hands in a circle again. Then the new It goes around the outside, and claps the paper bag over the head of one of the players, the game continuing as before.

If It cannot guess who the person is after having heard his answers to the three questions, It calls, "Scatter!" After giving them just enough time to take three steps, he calls out "Halt!" and again takes hold of the person nearest him and tries to guess who it is.

Blind Man.

Players form a circle, with a Blind Man or It in the center. The circle starts to move slowly to the right, and continues until the Blind Man calls out "Halt!" He is carrying a small stick or a wand, and he points this at one of the players, who must take hold the other end of it, whereupon It tries to find out who is holding

that end of his stick. The various methods of doing this are given below. If It can guess in two guesses who it is, this person becomes It, is blindfolded, goes into the center, and the game goes on as before.

It may ask the person who holds one end of his stick to cry, or to laugh, or sneeze, or grunt three times, or sing a song, or shake hands and say "How do you do?" although that greeting may be given in any kind of tone. It may also be given a spoon and be allowed to feel over a player's face, trying to tell to whom it belongs from the "feel" of the face.

Your Favorite Animal.

This is played exactly like Blind Man, except that It in each case tells the player who is holding one end of his stick what his favorite animal is, and that he is to act and sound like that favorite animal. Players may be seated, and when It is blindfolded, they change seats so that It will not know where any one of them is sitting. He gives the end of his wand to one of the players and says, "Your favorite animal is a cat. Sound and act like a cat." This player must at once get to his feet, meow horribly, and smirking as "cattily" as he can, go about the circle looking for caresses. If It can guess who it is, the cat goes into the center and is blindfolded. All players change seats, and the new It points his wand at some one and says, "Your favorite animal is a mule. Be a mule." The mule immediately starts to hee-haw, wag his ears and kick. But It cannot guess who the mule is, so he must go to some other player, make him an animal and then try to guess who he is.

The hostess should see to it that all animals walk and

"act," as well as make the required sounds. This action is not for the benefit of the blindfolded It, but rather for the recreation of the onlookers!

Teasing the Cat.

The "cat" sits on the floor in the corner of the room, with his head down in his arms. The other players come up to him quietly and call out, "Come, kitty!" and dare him to try to catch them. All of a sudden he does dare, and makes a dash for the one who is nearest him. The one whom he catches becomes the cat, and goes to sit and sulk in his corner until he is teased out to chase and tag some one.

Squirrel and Nut.

Children are seated in a circle, with their heads down and their eyes closed. It is in the middle and is holding a marble. He walks around quietly, and just as quietly drops this marble into some one's lap. All eyes are supposed to be closed, but peeking is justified if a player thinks that the marble has been dropped in his lap. If he is right and finds it there, he immediately jumps up and chases It who is running around the room and trying to get to the chair that was just vacated. If It succeeds in getting there before he is tagged, the one who holds the marble and who lost his chair is the new It, and he in turn drops the marble into some one's lap, and when that some one chases him, tries to get to his chair without being tagged. If he is tagged, he is It again, and must drop the marble into a lap, and continue this until he is able to reach a chair without being tagged.

Acting.

There are very few children who have not a very vivid picture in their minds of their different story book heroes and heroines. They may either choose one for themselves or let the leader suggest one for them. When all the players are ready with some well-known story book character, no one knowing the part any one else is to play, the play begins. One of the older and more confident children is asked to go out into the hall and then come back into the room acting and looking and speaking only as her character would act and look and speak. She continues this until one of the other players guesses who she is representing. Then another player is asked to act the part of his hero, and this continues until in turn all players have gone out, come back representing their different characters and have been identified by the other players.

A hostess may be afraid that she will have difficulty in getting her small guests to "act out," but let one or two of the older and braver ones who perhaps have been coached a bit, start the proceedings, and she will find the youngsters eager for their turn. The "acting" should be of the impromptu kind. For example, one of the girls is the Little Colonel who comes galloping in on her pony; another is Elsie Dinsmore who is painfully good and proper; another is Tom Sawyer and with him, for the children may work in couples if they like, is Huck Finn whose clothes are hastily made to look disreputable; Robinson Crusoe is always present, as is Aladdin and his lamp, and Old Mother Witch, and the Old Woman Who Lived in the Shoe, and Red Riding Hood and the wolf. Charlie Chaplin, Topsy, Mutt and Jeff too, are usually present.

It might be a good plan for the hostess to make out a list of such characters, and slowly read such a list aloud, letting the children silently choose the one they wish to act out.

Mimic.

Children form a circle with one in the center. They all start singing a song to the tune of "Coming through the Rye," using the following words:

"Everybody look at Mary, watch her feet and hands.
Everybody do the same thing, follow her commands."

All this time, Mary, who is the girl in the center, has been going through some exercises like swinging her arms in circles, at the same time hopping on one foot, keeping time with the music. All the players must go through the same exercise, and on the last word Mary makes a deep bow before some player, which means that that player is to be the next leader. He goes into the center, and after being allowed just a minute to think of an exercise, he begins the song and exercise, all the other children joining in it immediately.

Exercises should not be too difficult, but at the same time they should make it necessary for the children to "step lively."

Mother Goose Stories.

If the children are dramatically inclined at all, they will love to dramatize Mother Goose stories, but it is never wise to suggest such dramatization unless children really do enjoy it. If it is wisely directed, however, and the fun element rather than the dramatic is emphasized, even a group which includes boys will enjoy dramatizing Mother Goose. The children are divided

into small groups, and there are enough helpers available so that each group may be helped to choose a Mother Goose story and then to act it out with the aid of any properties which the hostess has at hand.

Steamboat.

All players but one are seated. That extra one is in the middle and he is captain of the steamboat. He has been given a list of the different parts of a steamboat and he goes about giving each one the name of some part. Every player must remember his name and when it is called, take his place in the line that represents the steamboat.

After each child has been given the name of some part, the captain starts reading the story that has been given him, or makes it up as he goes along, the story being a very simple one, the only requirement being that the name of every part that has been assigned to different players must enter into the story. It might run as follows:

"One nice summer day the *first mate* of the boat saw to it that everything was in order for a day's run. There was a big supply of *coal.* The *engine* was in fine order, the *decks* were scrubbed, the *brass rails* were polished, the *chairs* and *benches* were all out, the *tables* in the *dining hall* were set, the *crew* was all ready, the passengers were on board, and *steam* was up. They started up the river and were having the nicest ride, when all of a sudden there was a terrific explosion and the whole thing fell apart! Bang!"

As each player's name is called he walks out quietly and puts his hands on the shoulders of the one in front of him, the first one having his hands on the shoulders

of the captain. When all the parts have been called and are standing in line, the captain starts the boat, saying, "They started up the river and were having the nicest time," all the while slowly walking around, leading his line behind him. Gradually, however, he walks faster and faster till he and the line behind him are running as fast as they can run (which is not very fast when there is a long line of other players hanging on to their shoulders!). Suddenly he tells them that all of a sudden there was an awful explosion and the whole thing fell apart, "Bang!" At the bang they all drop hands and scamper for a seat. One of them is not going to get one and he is to be the next captain for another excursion, which may be taken on the same steamboat, or on a train, or in an automobile, as long as there is an accident at the end which sends them all scampering for a seat and safety!

It will make it easier for younger players if suggestive lists of parts as well as very simple stories for the captain to read are ready for them. The longer they play this game, however, the greater becomes their ingenuity and their originality in providing both names of necessary parts and stories of the trips.

Basket Beanbag.

Children are divided into two teams, the first player on each team being provided with a beanbag. These first players stand on a goal line, other members of their teams standing in a column behind them. In front of these two teams, about ten feet away from the first players and an equal distance from both teams, is standing a waste-paper basket. When the starting signal is given, these first players throw their beanbags toward the bas-

ket. If both beanbags go in, three points are given each team. If only one beanbag goes in, the one who threw it scores three points for his team, while the other player gets nothing. If neither bag goes in the basket but one of them hangs just on the edge of it, two points are given the team of the one who threw the "leaner." If neither bag goes in, nor rests on the edge of the basket, the bag which lies nearer the basket gets a point. When the first players have thrown their bags and the score is announced, the bags are given the next players, and so it continues throughout the line. The score is announced each time. The score limit may be twenty-one.

If the leader sees that the basket is either too close to the players and makes the game too easy, or on the other hand, that it is too far away to make a good game, she may move it forward or backward at her own discretion.

Circle Beanbag.

This is played on the principle of Quoits. A circle which is about two feet in diameter is drawn on the floor in chalk, with a large chalked X in the middle of it. Players form two teams, members of each team standing in a column. The first player of each team stands about six feet away from the circle, this distance of course depending on the size and skill of the players. These first players hold beanbags which they toss into the circle, aiming for the large X in the center. They then run up to their bags, to see which came the closer to the center. In case they cannot decide, the leader measures for them. The player whose bag is nearer, gets one point for his team. These two players then

go to the rear of the lines, having given their beanbags to the second players. Other members of the teams go through the same performance, in each case a point being given to the team whose bag fell closer to the center. In case of a tie, there is no score. When bags fall outside the circle, the principle of measuring the distance to the center is the same. If the bag should land directly in the center of the X, the one who threw it gets five points for his team.

Quiet Games

After strenuous games in which all the children have taken part, it is always a good plan to bring in some of the quieter games which interest every one and yet are not fatiguing, in order to give the children a chance to catch their individual and collective breath before going on with other lively games. Guests should be seated informally, either on chairs or on the floor. If they are not too "dressed-up," there is something informal and social about sitting on the floor in a circle that certainly does not come when children sit in chairs in a circle around the room.

The following games are quiet, "sitting-down" games.

Grin.

Players are seated in a circle, and are asked to be as solemn as possible. The leader explains that no one is to be allowed to smile or grin except as he receives a grin from some other player. The leader is the first grinner, and grinning as hard as she can, she suddenly wipes off her grin with her fingers, and throws it across the circle, calling out, "Grin, John!" whereupon John

is privileged to grin or even to laugh aloud, while the leader, as soon as she has thrown away her grin, must immediately assume a most solemn expression, and keep that expression until some one throws her a grin. In the meantime, John takes his grin in his fingers and throws it across the room, calling, "Grin, Mary!" and Mary grins as broadly as Mary can grin, while John becomes as solemn as an owl.

No one is supposed to even smile unless he is given a smile, but eleven players out of ten will be "bursting out" into illegal and very audible grins before the game has been played two minutes. These violators of the law expect to have to pay a forfeit, but it is the "kill-joys" who have not once smiled out of turn who are punished!

I Did It.

Some player who made himself liable to a forfeit in another game is to be It, and is to stand in the center of the circle formed by the other players, all of whom are seated. Every player in the circle is privileged to ask him a question which he must answer with, "I did it."

The first player asks, "Who went into the dining room and tasted the frosting on the cake?" and he answers, "I did it." The next player may ask who it was that put a fly in the ice-cream, and again he must admit that he did it. This continues all around the circle.

However, he has his revenge. He may name the next It, choosing the one who asked the most painful question. He may also suggest the answer to be given to all questions, or the answer may be the same: "I did it!" If he wishes to change the answer he might sug-

gest "I am!" for an answer with possibilities. Thus, when the first question asked the new It happens to be, "Who is the prettiest boy here?" It must say, "I am!" although he would like to meet his questioner outside!

Each It can choose the next It, again choosing the person who asked him the cruelest question. The next required answer might be, "I do!" or "I will!" or "I want to!" almost any required answer being capable of creating painful situations.

Tee Hee!

This was written especially for a gloomy party. Any group of children who can keep gloomy after playing Tee Hee,—well, there is no such group.

The children sit in a circle, and are asked to look as solemn as they can, drawing down their faces and pursing up their mouths. When this painful duty has been accomplished, the first player touches his right-hand neighbor under the chin, and says with a fierce frown, "Tee hee!" This neighbor then turns to his right-hand neighbor, and scowling just as fiercely, touches him under the chin and says, "Tee hee hee!"

This goes on around the circle, each player adding another "hee" to his exclamation, and scowling as fiercely as he can. If the circle is not a very large one it may go the rounds several times, each player being careful to add another "hee" to the number given him. That is, this may continue if there are any players left to continue. Usually by the time the "tee hee" has gone around the circle once, the players are so helplessly helpless from laughing that all tees hees are involuntary and too numerous to count!

Funny Face.

If a large mirror is available, and all players may either sit or stand before it and play Tee Hee, looking at their neighbors in the mirror instead of face to face, I hereby go on record as disclaiming all responsibility for the results.

My Cat.

Players are seated in a circle, and the leader starts a story about her cat. She must describe it with an "a," so she says, "My cat is an awful cat!" The player to her right then tells about her cat, she too describing it with an "a." Her cat is an awkward cat, and the next one's cat is an absent-minded cat, and the next one's an abrupt cat. When every one in the circle has described his cat with an "a," the leader starts using a "b." Her cat is bad, and the next one's cat is bald-headed or beautiful, or bashful!

This continues at the leader's discretion, but it is just as well to stop it before the guests start yawning over it. Any guest who does not have a description of his cat ready, when his turn comes, is made a third of a donkey each time he fails. After he has missed three times he becomes a whole donkey, and can only bray when his turn comes!

My Neighbor.

This is played exactly like My Cat, except that each one describes his neighbor to the left. The leader may start with any letter she chooses. It might be "g," so she says, "My neighbor has a gooey face!" and the next one's neighbor has a grizzly face, and the next, a grown-up face.

Whose Feet?

Guests are divided into two sides, one group taking one room, and the other group a hall or an adjoining room. A large sheet of paper covers the opening between the two rooms. If the paper is not large enough to cover the entire space, a sheet or a curtain may be used to "piece it out." This paper is so fastened that there is a space of about eighteen inches between the bottom of the paper and the floor.

When the players have decided which side is to "guess" first, the guessing side sits down and watches the members of the other side pass this open space, one at a time, with only their feet showing. The first exhibitor steps to the center of this space and stays there while the leader counts slowly to five. If in that time no one has guessed whose feet they are, one point is given the exhibitor's side. This exhibitor passes on and another member of his team takes his place. If the owner of the feet is guessed before the leader counts to five, he passes on, and there is no score. One by one the members of the exhibiting team stand before the curtain, and for each one whom the guessing side cannot identify, the exhibitors get one point, the leader keeping score.

When they have all passed in review, they change places with the other side, and it becomes their turn to guess the ownership of the different sets of feet that pass the curtain. At the end, the score is announced, the prize going to the team that had most of its members get by without being identified.

Players have been known to change shoes, or worse still, to change just one shoe with some other exhibitor. It is a comparatively simple matter to identify feet

when one shoe is a boy's number twelve, and the other, a girl's patent leather pump!

Whose Eyes?

This is played very much like Whose Feet. In this case however, eyes are the means of identification. The paper or curtain covers all the space between the two rooms down to the floor, two slits being cut at the place the players' eyes would be likely to come. The slits should be fairly large so that the entire eye is shown. The exhibiting and the guessing should be carried on just as they were for Whose Feet. In addition to exhibiting their eyes, all exhibitors are required to call out, "Oh, yoo hoo!" just once, disguising their voices in any way they wish. Score is kept as in Whose Feet.

If a certain type of American youngster is not watched, he will get some other player to go up with him when his turn comes, with the result that one blue and one brown eye are staring out at the audience.

Ears or hands may be displayed and guessed in the same way.

Frog.

One of the players is the frog, and sits in the middle of the circle the other children form. He is to sit with his feet crossed under him. The other players are to tantalize and tease him in any way they can think of, and they can think of plenty without any help from the grown-ups! He blinks his eyes and pretends that all this nonsense makes no difference in his placid life. All of a sudden, however, he sees a chance to tag one of his tantalizers without rising, and he reaches out to

tag the player nearest him. If he succeeds, that player becomes the frog and goes to sit in the middle with his feet crossed under him. No frog is allowed to rise to tag a tormentor.

Tricks.

While the children are sitting on the floor in a circle, tricks may be used to good advantage. The leader may start out with the statement that she belongs to a Polite Society, and that any one who is very, very smart or very, very watchful can become a member. She will give the password and any one who can do it just as she did it can become a member of the society. The password is, "What a very nice party!" The leader says this with a smile, and with emphasis on the "very." In turn the players try to say it just as she said it, looking as she did and emphasizing "very." But she laughs at them and tells them that they did not watch very closely. They go around the circle again and this time one of the players does it exactly as she did it, and becomes a member. One by one they all arrive, noticing that she invariably closes her eyes while saying "very."

Instead of closing her eyes the leader may clear her throat or cough before saying the password.

Stationary Hide and Go Seek.

Children are seated in a circle. One of them is It, and after having been given a moment to think of a place to hide, he says, "I am hiding. Where am I?" Immediately the others start guessing where he is hiding. If there is confusion the leader should let them take turns guessing. They guess that he is hiding in the laundry basket, in the garden hose, in the kitchen

stove, in the ketchup bottle, in every possible and impossible hiding-place around the house. Finally one of the girls guesses that he is hiding inside his library book. That girl then has the privilege of hiding, and the others guess where her hiding-place is, in each case the successful guesser being made It.

All hiding places must be bona fide. This does not mean that it must be possible for the hider to hide in the ketchup bottle, but it means that there must be a ketchup bottle in the house, and a hose in the garden, and a library book which belongs to the hider. Sometimes it is wise for the leader to narrow down possible hiding-places. She may announce that all hiding-places must be in the house; or they may be in the garden; or kitchen; or they may have to be in the room in which the children are playing; or if the children are at all interested in geography, in some large city in the United States.

Handkerchief Story.

Guests are sitting in a circle, the leader among them. She holds a large man's handkerchief, which has a small ball of cotton tied up in it to give it weight. She begins telling an exciting story which has a great deal of action in it. Suddenly she throws the handkerchief into the lap of one of the children. That is the signal for this child to take up the tale and add anything she likes to it, or change it in any way, with the privilege of throwing the handkerchief at another player any time she likes. Every player into whose lap the handkerchief is thrown must add to the story, even if he adds only one sentence. If the leader sees that the story is losing its interest for the children, she begs for the

handkerchief again and gives the story a thrilling twist, her enthusiasm and excitement almost invariably arousing that of the children. At the right moment she snatches the handkerchief and puts the grand climax to the story and ends it with a flourish.

Boast.

Each child is asked to write out his name in full, at the top of the paper which is given him. He is then to take each letter separately, and in turn, and let it be the first letter of a word which describes him—and the less the word really describes him, the better. For example, Harold Bond has this list to his credit: 1. Handsome. 2. Awkward. 3. Runty. 4. Ossified. 5. Lanky. 6. Dirty. 7. Bright. 8. Ornery. 9. Nice. 10. Dainty.

Considering the fact that Harold is a freckled-faced boy of ten, "dainty" and "nice" do describe him splendidly!

All lists are then passed around so that every child gets some other child's list. They are then read aloud in turn, and the players vote on them. The player who has the list which least describes him gets the prize.

Blind Art.

Each child is given a pencil, a piece of paper on which is written a number, and a book. He is to place the piece of paper just inside the cover of the book, so that he will not be able to see what he is drawing. The leader then goes around the circle and whispering in their ears, assigns the subject for a picture to each one, having at hand a list of the subjects assigned, and at

the same time she numbers each subject assigned so that it corresponds to the numbers on the papers of the artists. When they are ready to begin, the leader asks her guests to stare across the room at each other, and to keep on staring, not once looking inside their books where they are making their drawings. They are given about three minutes in which to draw their pictures, and then, even yet not looking inside, they are to sign their names and fold their papers before they take them out of the books and hand them to the leader.

While they are playing some other game, the leader takes each drawing, compares the number on it with the numbers on her list of assigned subjects, and then writes the name of the subject on each drawing. When the children are again seated, the leader passes these works of art around the circle, one by one. No one can feel hurt, for all the pictures are invariably so awful that one is as bad as another!

Subjects should be easy to draw, and should be things which are familiar to children, like cows, and dogs, and birds.

Another way to play this is to pass around the pictures before the leader writes the name of the real subject on them, and have every child take some other artist's picture and write on it what he thinks it represents. The pictures are then passed to the leader and she writes on them the name of the real subject. They are again passed around for inspection. This would be a good time to break up a party!

Dots.

Each player is given a piece of paper and a pencil, and is asked to put five dots anywhere he pleases on the

paper. The papers are then gathered, mixed up, and again passed out. All children are then asked to draw the picture of some animal, using the dots as the outline for the figure of the animal. They are given about two minutes in which to make their drawings and sign their names to them. The picture which the judges decide looks anything at all like an animal gets the prize. There will be only one, if there is that!

Pictures are passed around for inspection during refreshments.

Drawing by Sections.

Each child is given a piece of tablet-size paper and a pencil. The leader announces that they are all to draw a picture of the most remarkable human being ever heard of, the piece-by-piece man. The artists are to draw a head first, and the fold the paper directly across the middle of the face, leaving just enough line showing at the neck so that the next artist may know where to connect up, without letting him see what kind of a face has been drawn. When all "heads" have been drawn and folded over, each one passes his paper to his right-hand neighbor. The next order is to draw shoulders, arms and waistline. When this too is folded over so that only enough line is visible for connecting up the rest of the picture, and is passed on to the right-hand neighbor, the order is given to draw either a skirt or trousers, and the last order is for the feet of this marvelous man. Lastly, each artist is to sign his name at the bottom of the drawing he holds.

When these pictures are opened up and passed around for inspection, one or two surprises are due.

Torn Pictures.

Several sheets of paper are passed to each guest. Directions are given to the effect that each child is to hold one sheet of paper behind him, and tear out of that paper the figure of some animal, perhaps a dog. About one minute is given for this, and then all paper dogs are brought to the front, while the judges decide which is best. They are usually so impossible, that it is a matter of choosing which is the least bad. I have never yet seen a torn-out dog that possessed a tail!

Children may then be asked to take fresh paper and tear out a cow or a horse, or some kind of flower or bird, all tearing being done with their hands held behind them.

I am frank to say that it is hard to tell to what class the subjects these torn pictures belong, animal, vegetable or mineral!

Elephant.

Each child takes a partner. If players knew how much their peace of mind and happiness depended on their choice of partners, there would be a great deal more thought and judgment exercised in this choice!

Two leaders pass baskets, in which are folded slips. Every player has the right to choose which of the two baskets he wishes to draw from, the only requirement being that the two partners must draw from different baskets. No one is allowed to look inside his folded slip of paper until the leader gives the word to do so. Before that word is given, however, the leader explains that one of the two partners which make up each couple

is to be the artist and the other is to be the teacher; that the artist is to be the one who finds that in the slip of paper he chose is a pencil, while the teacher's slip is a smaller piece of paper, on which is written the name of the object that artist is to draw. In no case is the teacher to tell the artist what that object is. Leaders should impress this on all "teachers."

Players are then asked to sit facing their partners, while the teachers are to begin at once to describe to their pupils just what it is they must draw, not once using the name of the object, however. The teacher's sentences must be short, and after every sentence the teacher is to stop, while the artist at once draws the line that the description suggested. For example: One teacher finds on his slip the word "elephant." He tells his artist that it is big, whereupon the artist draws a big circle. "It has huge feet." The huge feet are put on the circle. "It has a little tail," and the big circle with the huge feet gets a little tail. "It has a long nose." A firehose nose is attached. "It has little eyes," and little eyes are put into the middle of the circle. By the time the artist has followed the suggestions of the teacher in the five minutes allotted them, the original big circle looks about as much like an elephant as a full moon might.

No erasing or crossing out is allowed. When the five minutes are up, the teacher takes the drawing, puts his name and that of his artist on it, and then, as a final insult, he writes very clearly directly below the drawing the name of the object the picture is supposed to represent. These work of art are passed about in the little lull that follows refreshments because guests are always good-natured after having been fed!

Blackboard Elephant.

It is even worse, when the group is small, to have these couples perform one at a time at a blackboard in front of the room. If nothing else is accomplished, at least this develops ease and poise, and a lack of self-consciousness—or it should!

Teacher.

Another way to play it is to have all children act as artists, while the hostess gives the descriptions. All artists may draw on paper, at the same time, or one at a time may be called to the blackboard to draw his picture, while the others watch him and offer "encouragement!"

Blindfold Elephant.

This is played exactly like Blackboard Elephant except that the artist is blindfolded.

This becomes so painful that the onlookers wish they were blindfolded!

Blank Spelling.

Children are divided into two groups, every one facing the leader, who announces that she will call out the first and last letters of the name of some animal, and use the word "Buzz" for all the letters between the first and last letters. For example, the word "bear" would be "b-buzz-buzz-r." As she calls out these different incomplete names, players are to guess what the complete word is, and the player who first guesses what it is wins a point for his side.

The score is announced after each word, for this keeps

interest high. If the players of opposite sides guess the right word at the same time, there is no score. Words should be simple or difficult in proportion to the age of the children. The names of birds and flowers may be used.

A Mixup.

Children are seated in a circle, either on chairs or on the floor. Each one of them is assigned the name of some object, or is asked to choose one for himself. These objects may be anything under the sun, from a mosquito to a feather bed. After each player is ready with the name of his object, the leader begins asking the same question of all the different players in the circle in turn, and their answers are to include the names of the objects assigned to each one. For example, the leader's question may be, "I hear that you went to town. How did you get there?"

The first player's answer is, "On my tooth brush!" for his object was a tooth brush. The second player's answer is, "I got to town on a sweet smile!"

The same question is asked of all the players in the circle. When the leader has gone around the circle, she names the one who gave the most impossible answer to her question, and that player is the next leader. Each player then takes a new object, and the new leader begins to ask his question of the different players. That second question might be, "What did you do in town?" the first one's answer is, "I did a gas-stove!"

"The next leader's question is, "What did you buy?" and the first answer might easily be, "I bought a Lake Geneva!"

The following are typical questions and answers:

1. Q.—"What did you see?" A.—"A puff of wind!"

2. Q.—"What did you eat?" A.—"I ate a radiator!"

3. Q.—"How long did you stay?" A.—"I stayed a Cream of Wheat!"

Instead of A Trip to Town, the subject may be A Visit to the Zoo, or A Day in School, or A Birthday.

What I Love to Do.

Each child is asked to think of the thing which he likes best to do. In two or three minutes one of the guests is asked to stand and to pantomime the action of the thing which he "just loves to do!" while the other guests are to guess what this favorite sport is. It may be that he likes roller-skating better than anything else, so he roller-skates across the floor, and you may be sure that it does not take hours of deliberation for a group of real youngsters to guess that he is roller-skating, especially when, to make it realistic, he lets one foot leave its partner in the lurch, and a sudden bump on the floor is the result!

Another player likes to ride horseback, and prances madly around the room. Another plays a whole baseball game by himself, and one of the girls swims violently all over the room. Each player must continue his action until the other players have guessed what he is doing. Instead of the hostess having trouble to make children pantomime their favorite sport, after they once get started she has real difficulty in tactfully conveying to them the idea that time is up!

My Ambition.

This is played like What I Love To Do except that the children pantomime the thing they want to be instead of the thing they like to do. This may be played in two ways.

The first way is to ask the guests to think of and pantomime the way they want to look when they grow up. For example, the first girl, who is almost dumpy, wants to be tall and slender, and in pantomiming that ambition she waves across the room with a real old-fashioned debutante slouch, although she may not know it for that! An extremely fat boy wants to look athletic, and he exhibits his imaginary muscles with great pride. A girl who is fat and roly-poly, wants to look mysterious, and she succeeds in a way that leaves the other children weak from laughter!

If the hostess thinks best, she may have a list of adjectives ready so that she may assign an adjective to each player. Such a list might include the following: 1. Brave. 2. Willowy. 3. Strong. 4. Bossy. 5. Sweet (for boys). 6. Abused. 7. Mournful. 8. Serious. 9. Funny. 10. Fat.

The second way to play this game is to ask the children to think of and pantomime the thing they want to do when they grow up. The would-be dentist violently pulls teeth, while the would-be racer drives a chair around the room at one hundred miles an hour, stopping only when his car overturns!

CHAPTER III

INDOOR GAMES FOR EITHER LARGE OR SMALL GROUPS

Even children need a "mixer" occasionally, especially at large parties made up of different groups of children who do not know each other very well. But even at small parties children are often rather stiff and awkward at first, and a game which will dispel that stiffness and make for a real party spirit is of immeasurable help to a hostess. Most of the following games serve that purpose, although any of them may be used at any part of the party program for just real fun.

Safety Spots.

This game should be played in a room in which there is a wall-covering that cannot be soiled by frantic little hands. In different places and at different heights, "safety spots" are tacked on the wall with thumb tacks. These spots are pieces of white paper about nine inches square, and when a player has his hand on one of these he is "safe." The game is played very much like "Going to Jerusalem" with safety spots for all except one player. While march music is being played, children march slowly around the room, not being allowed to touch the wall, but when a whistle blows and the music stops every child makes a frantic effort to put his hand on a spot. One player will be left without a spot, and he is given a seat in the center of the room.

One of the spots is then removed and the game goes on as before, each time the whistle blows one child be-

ing left out to join the other unfortunates in the center. One by one the spots are removed until there is only one spot left, with two aspirants for it. These last two are obliged to march around the room in a circle as before. They may keep close together or the width of the room apart. At any rate, when the whistle blows (and let us hope that the leader keeps her eyes closed when she blows her whistle, so that she will not favor either player!) both players make a dash for the one remaining spot, and the one who gets to it first is proclaimed the spottiest person present!

This game is so worth while as a mixer for children that it is worth the trouble necessary for pinning strips of cheese cloth or some similar material on the walls around the room and fastening the squares of paper to the cheese cloth.

If the group is to be a large one, instead of trying to have exactly the right number of safety spots on the wall, the leader may put up approximately enough spots for the guests invited. Then, after the first trial, all the children who are left without spots go to the center of the room. On the other hand, if all the spots are not used the leader may take down all the extras, and in addition ask one player to give up his spot, although he is to continue in the race. That will insure one player being left out in the next trial. After that, however, the leader takes down five and six spots at a time for no game of this kind, too long continued, is interesting.

The Grand Grand March.

Guests are lined up in two columns, all of them facing the front of the room, boys in one line and girls in

the other. When the music starts the two lines separate, march down the sides of the room and meet at the back, coming up the center with partners. When they reach the front of the room all couples follow the first couple, who lead the line of march around the room. Candies or favors or peanuts have been hidden in every conceivable spot all over the room. The children are marching around the room when suddenly the leader's whistle blows and the music stops. This is the signal to break ranks and scramble for all the favors one can find in the short time allotted. Suddenly the leader blows two short blasts on her whistle, the music starts up, and immediately every player is to find his partner and join the line of march around the room.

When the whistle blows again and the music stops the open season is on again, and they may hunt for all they are worth, but two short blasts of the whistle and the beginning of the music calls them off. Any child who picks up a favor after the hunting season is closed, pays the forfeit of giving up all his favors to some other player who has none!

The Foolish Grand March.

Children are lined up in two lines as they were for the Grand Grand March. After they have found their partners and are marching around the room in a big double circle, they are stopped while the leader explains that when the music again starts, they are to march very slowly at first but that she will call out directions that will call for a different way of marching, and that they are to follow her directions at once.

The music begins and the guests start marching slowly around the room with their partners. Suddenly the

leader calls out, "Walk on tiptoes!" and every guest teeters along on tiptoes. After a moment of this, the leader calls out, "Lift your knees high!" and the marchers look like circus horses. Next comes the order to "Fly like birds!" and a whole flock of extremely awkward birds is let loose. Other orders may include direction to bend the knees at every step; to walk backwards and work the arms as though rowing; to walk pigeon-toed; knock-kneed; to hop on one foot; to work the arms as for swimming; to clap hands first in front and then in back.

Children are warned too, that a sudden crash on the piano means that every one is to sit down on the floor as quickly as possible, for the last one to sit down will be used as the victim in the next game. These crashes which call for sitting on the floor may be brought in three or four times during this grand march, for they create enough fun to warrant their repetition, and one can always use three or four victims!

Beanbag Grand March.

This is played exactly like the Foolish Grand March except that all players have beanbags on their heads and must go through all the antics called for while balancing these beanbags. Small books may be used instead of beanbags.

If a bag falls off it is up to the player to get it back on in record time and "on with the game." It is not a particularly healthy occupation to be bending over and leisurely picking up a beanbag when there is a long line of other players flying like birdies and intent upon getting somewhere, in your immediate background!

Blindfolded Sociability.

When the group is made up of not more than fifteen or twenty children, the girls line up on one side of the room while boys line up on the other. The first girl and the first boy are blindfolded, and are told to go across the room and shake hands with each other. Neither one of them is allowed to make a sound while doing this. Nor is any other guest allowed to help them by calling out directions as to where the other blindfolded person is standing. They must grope around until they find each other, and then shake hands with vigor. Almost invariably both of them will go to some other person and violently try to shake hands with him, but he is to say, "Not I, sir!" which tells the blindfolded player that he is not on the right track, and must continue his search. As soon as these two have found each other and have shaken hands in a satisfactory manner, the next boy and next girl are blindfolded and must do the same thing.

If the group is a large one, it is better to bring in a little competition or the game becomes tedious. Have the guests line up, boys in one line and girls in the other. When the music begins, the leaders of the two lines turn away from each other and march to the rear of the room, where they meet and come up the center with partners. When they reach the front of the room partners stay together, the first couple going to the left, the next couple to the right, the next to the left, and so on. When they again reach the back of the room they meet and come up in fours. Then the leader separates them, half of the group going to one side of the room, and half to the other. Partners then face each other, a wide space being allowed between the lines of boys and

girls. When they are in this position, the game is played as directed above, with the difference that the two teams are competing to see which team can first have all its blindfolded partners shake hands with each other.

There is invariably a great deal of excitement and superfluous calling out of the right directions from the side lines, but as it serves only to confuse the blindfolded players, no rule is made against it!

The Candy Hunt.

Pieces of candy which are wrapped in paper are hidden in every conceivable spot all over the house. Children are divided into groups, with not more than six to a group, each group having a leader and an individual call. When the signal to hunt is given, all players immediately start out to find the candy, and there never was an easier task set for children! However, no one is allowed to pick up the candy but the leaders of the different groups. When a player finds a piece of candy, he puts his finger on it and gives out the call of his group, whereupon the leader as quickly as possible comes to him and rescues the candy, putting it in the little basket with which all leaders have been provided. But that rule must be thoroughly understood—that players are not to pick up the candy but are to put their fingers on it and call for the leader to come and pick it up.

As for the way to call one's leader, an individual call should be assigned to each group. If the calls are all to be animal calls, one group may have to crow like a rooster, another to bark like a dog, another to bray like a donkey, another to quack like a goose, meow like a cat, or gobble gobble like a turkey. The leaders are to respond at once to the calls of their group.

When the director thinks that all the candy has been found, she blows her whistle and the hunting season is over. All the leaders bring their spoils to the director to be counted, and the group that found the most candy gets another helping all around.

If this game is played out-of-doors, peanuts may be used instead of candy. This may also be made a regular "Hare and Hunt" game, using just little pieces of rather heavy paper cut in squares or triangles, or in any other shape that will distinguish them from ordinary pieces of paper.

Ha Chu! Ha Cho!

Children either sit or stand in a circle, with It in the middle. However, It does not wish to stay in the middle, so he makes every effort to find some player who is not very wide-awake. He asks them all to do just as he does when he says, "Ha Chu!" and makes a deep bow. But if he says, "Ha Cho!", no one is to say a word or make a motion, regardless of the fact that It makes just as deep a bow as he did when he said, "Ha Chu!" Any one who says, "Ha Cho!", and makes a bow, changes places with It. If several players make the mistake, the one whom It first saw doing it becomes the new It.

If the group is a very large one, It may have four or five helpers, who change places with any one whom they catch making a mistake, but there is always to be just one It who calls out the commands.

The Chain Scramble.

Slips of paper about three inches in length and of every possible color are hidden all over the rooms in which the children are playing. These colored papers

can be bought in almost any toy store. Directions are given to the effect that when a starting signal is given, all players are to hunt for these papers, getting as many as they can before another whistle is blown which will be the signal for every one to scramble for a chair. On every chair there has been placed a piece of paper on which there is a small quantity of library paste. The children are to begin at once to paste their links together, the first one through running over to a judge who makes a note of the fact that James was the first one to complete his chain, noting also the number of links in the chain. As each player finishes he does the same thing, the judges keeping track of the order in which they finish and the number of links in each chain. The prize winner is to be the one of the first five to finish their chains, who had the greatest number of links in his chain.

It would be a good thing to pass a wet wash cloth after this contest!

Circus Parade.

Children are told that they are to choose some circus animal which they will represent in the parade before the judges. If the children are small, leaders may help them decide on some animal. Just a few impromptu properties are made available to help them in their "costuming." These properties might include an old fur neck piece, a pile of newspapers, a pair of scissors, pins, library paste, blue and red cheese cloth, short pieces of rope, a toy wagon, toy horses, a hobby horse, and a tin horn. They are given about five minutes in which to prepare for the parade. When their time is up they are asked to form a line which will pass the judges'

stand. Animals may do almost anything they please in the way of sound and action to make their representation more realistic. Judges review the parade which is to pass before the reviewing stand twice, and then prepare their decision as to which is the best and which the most impossible animal!

In the meantime, the animals are to play in the way they think the animals they represent do their playing. No one wants to play with the elephant!

The Scramble.

Players form a circle, all players except one being provided with a chair. The one who has no chair stands in the middle and makes it his business to get a chair at his first opportunity. When the music begins all players rise, step back of their chairs and start walking around them, no one being allowed to touch his chair while walking. When the whistle blows and the music stops, every player rushes to the inside of the circle and tries to get a chair. But the one who was in the middle has joined the line of march around the outside of the circle, so he has as good a chance to get a chair as any one of them, and perhaps he makes good his chance, to the misfortune of one of the other players who must go into the center. When the music starts they all get up again and start walking as before, all scrambling for a chair when the music stops.

However, the next person to grace the center is not satisfied with having them just walk for a chair, so he asks them to hippity-hop, and away they all go hippity-hopping like mad. Next time they are asked to hop on one foot, and then to run, and next to walk backwards, each time the requirement for their method of locomotion

differing, the object hardly being to make it any easier for them to get chairs!

White Elephant Exchange.

Each guest has been asked to bring some toy or plaything which is still good, but which has lost its charm for him. These "white elephants" are to be securely wrapped up so that there may be no evidence of what is inside the parcel, and are given to the hostess upon arrival, each one being marked with the owner's name. Just after refreshments are over they are brought out, each guest being asked to take his own parcel. It is a good plan for the hostess to have a few extra at hand, for there is always some child who forgets to bring a white elephant. When each one has been given his own package he starts in exchanging his parcel for that of some one else. No one is allowed to open a package or to tear the covering even a little bit to see what is inside. All they can do is to smell and feel a package! They may exchange as many times as they like, or until they are satisfied that they have the one they really want. About five minutes is allowed for this, and at the end of that time the hostess calls, "Time!", which means that they may now open their packages.

The mystery of these unseen gifts is always appealing to children—and grown-ups! When gifts have been opened and their contents noted, exchanging is again allowed, so that every child might go home happy in the knowledge that he made a good bargain.

Bedlam.

All players choose the name of some musical instrument, the sound and action of which they are to imitate.

One child is chosen to take the part of the director. Children are seated, and when they are ready with their instruments the director stands in the center of the room, and waving his right hand wildly starts them off in their concert. Each one must imitate not only the action but also the sound of his instrument so there is bedlam for a moment, but suddenly the director drops his right hand to his side, and starts directing with his left hand. Instantly all "music" must stop, and there should be a dead silence. However, there never is. Some player does not notice the change, and goes blissfully on blowing his bugle. His bliss is short-lived, however, for he is asked to change places with the director. Whenever there is a change in directors players must change their instruments, but in any case, a player caught playing his instrument after the director has changed from his right hand to his left is kindly but firmly asked to take the director's position.

Obey! Omit!

Children are divided into two teams, boys in one and girls in the other. They stand in lines which are more or less straight, all of them taking a position in which they can see the leader who stands out in front of the group. She informs them that she will give commands for certain exercises, preceding each command by either, "Obey!" or "Omit!" If "Obey!", every one is to instantly go through the exercise she is demonstrating, but if "Omit!" no one is to make a move, although she is going through an exercise with great zest.

Any one who obeys when he should have "omitted," leaves the ranks, the object being to see which team, boys

or girls, can longest keep a member on the floor without making an error.

Exercises are very simple movements like clapping the hands over the head, jumping with feet together, or stretching arms sidewards. If the leader will put great emphasis on the "O—" of her command, players will be kept in suspense as to which of the two orders she will give, and they will almost instinctively perform the exercise she is doing without waiting for her to finish her command!

The Slumber Party.

The hostess tells a story while the children sit about listening. The story may be about anything at all, the only requirement being that the storyteller brings in the word "sleepyhead" at very short and very irregular intervals. The word has nothing at all to do with the story, but it is put in at every opportunity, for at the mention of the sleepyhead, every guest is to snore loudly. Any child who is laughing so that he cannot snore, is invited to take the place of the storyteller.

It might be well to make this a very short procedure or the party might really fall asleep!

Menagerie.

Players are seated informally. Each one chooses the name of some animal which may be found in a zoo, no one being allowed to choose the part of a lion, however. The leader then starts to tell a story about a trip to the zoo, bringing in the names of all the animals one would find in a zoo. As the names of these animals are called, the ones who choose them must get up and imitate both the call and movements of their particular animal

to the best of their ability, the storyteller slowing up her account to allow plenty of time for the other players to get the full effect of the dramatization.

But whenever the name of the lion is mentioned, all players must jump up and shake their heads and roar like all good lions do.

Another way to play this game is to have players take the names of birds, and during the story, whenever the owl is mentioned they must hoot and look as owl-y as possible.

If the guests are little children, it is helpful to have the leader, who assigns the parts, give suggestions as to how the different animals look and sound. It is a good practice, too, to let one of the children tell the story, being sure, however, that he has been given a list of the names assigned so that they may all be brought into the story.

For the sake of the neighbors, it is a good plan at times to assign some of the "quieter" animals!

Baseball on Roller Skates.

If the party is a large one and is being given in a hall or gymnasium with a large, smooth floor space, there is no game that calls forth more real laughter than does this one. The diamond is a very small one, and is marked off by cushions, books or blocks of wood. The players are lined up as they would be for indoor baseball, and the rules are the same. However, players are on roller skates, and must pitch, bat, catch, and run bases on their skates.

A boy who can bat while on roller skates is a future Babe Ruth! You know, too, what happens when an excited fielder is chasing a ball on his skates, and stops

suddenly to pick up the ball? It is not just the ball which he has to pick up!

Circle Games for Either Large or Small Groups

All of the following circle games may be used for either large or small groups, but when used in large groups children should be divided into several circles, with not more than fifteen players in a circle. Each circle has its leader, and all circles play the same game at the same time.

Three Deep on the Floor.

Children take partners and form a double circle, partners facing each other, with enough space between them for another player to sit down in. Players sit on the floor with their knees under them (if possible!). Two of the children are standing outside the circle, one of them It, the chaser, and the other one the runner. It chases the runner around the circle, and the runner, to save himself, dashes inside the circle and suddenly sits down in the space between two partners, with his back turned to one of them. The one to whom his back is turned has no time to lose before he hops to his feet and gets away from It, who is hot on his trail. This new runner tries to save himself in the same way, by sitting down between two people before he is tagged, but perhaps he is too slow and It tags him. He then becomes the new It, the old It becoming the runner. You may be sure, however, that the old It, who is now the runner, takes no chances on being caught, but immediately takes refuge between two players.

Did you ever sit down on the floor when you were in

a very great hurry? Watch some one else do it before you are sure that you could do it easily!

Which Hand Do You Choose?

A girl's handkerchief serves as the poison to be avoided. Players are sitting in a circle. The leader starts the poison on its journey by turning to the player at her right, and with both hands held behind her (the poison being held in one of them), asks this neighbor, "Which hand do you choose?" If the neighbor chooses the hand which holds the poison, he is obliged to take the handkerchief, but if he chooses the empty hand, the leader must go to the next player and ask him to choose, and continue this until some unfortunate player chooses the hand which holds the handkerchief.

All this while music has been going on, but music is temperamental, however, and has a habit of stopping itself when it pleases. Any one who is caught with the poison on his person when the music stops pays the heaviest kind of a forfeit. Therefore, it behooves any one who has chosen the wrong hand and has received the poison, to get rid of it at the earliest possible moment. Holders of the poison handkerchief should go around the circle to the right always in trying to pass off the handkerchief to some other player.

How Do You Like Your Neighbor?

Guests are seated in chairs in a circle. The leader is in the center, and she is very anxious to get a chair, so she tries subterfuge. Smiling sweetly at one of the players, she asks, "How do you like your right-hand neighbor?" Perhaps he answers, "Not a bit!", so the obliging leader asks, "What would you like to have me

do with her?" The answer is, "Have her change places with Helen Miller," whereupon his right-hand neighbor and Helen Miller are to rise at once and change seats. In the meantime, the leader tries to get one of their chairs, but to give them a fair chance, she is obliged to stand exactly in the center of the circle till they do rise. After they are up she may make a dash for either chair, and if she gets the chair Helen Miller was to have taken, Helen Miller becomes It. Then she, in turn, must go about asking players how they like either their right or left-hand neighbors, and what they would like done with them, trying to get one of their chairs when they change places.

Sometimes a player is perfectly satisfied with his neighbors, and in response to the question he answers, "I like her very well," which means that no change is necessary, so It must pass on until he finds some one who wants a change in neighbors. If It thinks the players like their neighbors altogether too well for his own comfort, he may call out, "Everybody change!" and every player must get a different chair. The one who does not is It.

Everybody Whirl.

This is like the old-fashioned "Spin the Platter." Children are standing in a circle with one in the center, this one holding a tin platter, tray or pie tin. He spins this twirler on the floor, at the same time calling out the name of one of the players. The child whose name was called jumps to catch the whirling plate before it stops whirling, and immediately starts to perform some gymnastic exercise while the others count to ten. He

must keep on doing the exercise until they have counted through ten.

Any player who does not catch the twirler before it stops whirling, or who is unable to think of some exercise to do, is obliged to pay a forfeit, that forfeit to take the shape of any hard exercise some player in the group chooses for him to do. This forfeit exercise must be continued not through a count of ten, but through a count of thirty!

If the one who is twirling the plate has a sufficiently unkind disposition, he may call out "Everybody whirl!" and every player must immediately start whirling in a circle, and continue as long as the plate whirls! Then the same twirler may proceed as before, twirling the plate and calling out the name of some player.

Poison Touch.

Children are seated in a circle, with It in the center. One of the players has been given a bandanna handkerchief, and when they are ready he throws this handkerchief to another player, who immediately throws it to another player, It all this time trying to catch some player with the handkerchief in his hands or on his person. If It is successful, the one on whom the handkerchief was caught becomes It.

This handkerchief is poison, so every player wants to get rid of it as soon as possible, so that It may not tag him while it is in his possession. If the handkerchief falls to the ground, It is to pick it up, and throw it to some player, who immediately throws it to some one else. But if the handkerchief should fall on a person and It tags him before he can throw it away, he becomes It.

Any player who deliberately throws the handkerchief

on the floor just to get rid of it, is made to take It's place and go into the center. The handkerchief is as popular as measles!

Stunt Tag.

Players form a circle with hands held out behind them. It is on the outside and walks around the circle, suddenly slapping the outstretched hands of one of the players, at the same time calling out directions for some stunt that must be performed when he and that player meet on their way around the circle. Both It and the player whose hands were slapped start at once to run around the circle, It continuing in the direction he was going, while the other runner takes the opposite direction. When they meet they are to perform the stunt It called for before either one of them can continue to run. After that stunt has been performed, they race to see which one of them can first reach the vacant place. The winner takes it, while the loser becomes the new It, and is to slap the hand of some player and name the stunt that must be performed when they meet.

The stunts that are called for may include the following: 1. Sing up and down the scale once. 2. Make a curtsy. 3. Shake hands. 4. Smile sweetly. 5. Make a deep bow. 6. Jump as far as possible with feet together. 7. Touch the ground without bending the knees. 8. Sit down and rise with folded arms. 9. Swing each other around once, holding both hands. 10. Hop all the rest of the way. 11. Walk on heels the rest of the way. 12. If the players are boys let them turn a somersault.

Fruit Basket.

Children form a circle, with plenty of space between players. The leader goes around the inside of the circle,

counting off by twos, threes or fours, this, of course, depending on the size of the circle. If there are no more than ten players, let half of them be ones and the other half twos. If there are fifteen players, count them off by threes, and if there are more than that, count off by fours.

When each player has been given his number and the circle is made as large as possible, the leader begins calling for different numbers to change places. She may call out, "All the ones change places!" whereupon all ones must leave their old places and look for new ones, the one in the center in the meanwhile looking for a place himself. If he does get a place, the one who is left without one becomes It, and must call for other players to change, so that he may get a place for himself. It must always call for the players of the same number to change places. He may not call for two players to change places, or for all threes and all twos to change with each other, but must call for all ones to change places with each other, or all twos, or threes, or fours.

When It gives the call of "Fruit Basket!" all players of every number change places, and the one who is left without a new home becomes It.

Jump.

Children form a circle. One player goes into the center and is given the "jumper" which consists of some rather heavy object like a very heavy beanbag with a long cord tied securely around it. He takes hold of the end of this cord, and when they are all ready, starts swinging this weight around in a circle, keeping it very close to the ground, making it necessary for the players to jump to avoid being hit by the beanbag. Any player whose

feet are hit must change places with the one in the center.

Of course, the faster the weight is swung the harder it is to jump over it. Encourage the swingers to swing it fast!

CHAPTER IV

OUT-OF-DOOR PARTIES AND PICNICS

Games for Either Large or Small Groups

The term "Small Group" refers to a group made up of about twenty-five children, and a "Large Group" is one in which there are more than twenty-five children. The following games may be used to good advantage in a group of either size.

The Fishermen.

Two fishermen are chosen to join hands and form an imaginary net across an open space which is "shallow water." All the other players are fish and are standing on the home line which is "deep water," where the net cannot get them. At the starting signal, however, they must run across the shallow water to get to their home on the other side. But the net is in the way, and any one caught in this net is no longer a fish but becomes a fisherman, and must join hands with the other fishermen to form the net and help catch the other fish.

All fishermen must have hands joined. If ever their hands are not joined and the net is broken, the fish cannot be caught, and can run back and forth at will without danger of being caught in the net until the fishermen again join hands and mend their net. A fish needs only to be tagged by one of the end players to be caught.

The net gradually gets wider and wider until it is a pretty smart fish that can get out of its way!

Danger.

Players are divided into two teams, each team standing on its home line, the two lines being about thirty feet apart. Each team has a guard. Players decide which team is to be It first. The "It" team stays on its home line, while members of the other team turn their back to their enemies, and moving very slowly, walk backwards toward the enemy line. In the meantime their guard has stationed himself near the enemy, and when his team has come to within four steps of the enemy's line, he calls out "Danger!" and they run for their home line as fast as they can run, and even a little faster! The enemy chases them, and any one who is caught goes over to the enemy's side, to become a member of that team.

The two sides take turns at being It, and at the end of ten minutes the side which has gained the greatest number of new members is the winning team.

Walking backward into the very midst of one's enemies takes courage!

Bird Catchers.

Children are divided into two teams, each team having its goal line. Both teams stand on their goal lines, while team No. 1 decides on the name of some bird. When they are ready, the two teams come toward each other until they are about five steps apart. Then team No. 2 begins guessing the name of the bird the other team has chosen. Any player may call out his guess. When the right name is guessed, all members of team No. 1 im-

mediately run for all they are worth to get back to their goal line before they are tagged by the enemy, who is hot in pursuit. Any one who is tagged must go back with the enemy, to become a member of his team.

Then team No. 2 chooses some bird, and team No. 1 is to guess what it is. At the end of ten minutes, the team which has gained the most new members is of course the winning team.

The two teams should not be allowed to stand too far apart. The fun and the thrill lie in the suspense. When the nose of the enemy almost touches your nose, and he is all ready to clutch at you the minute the right name is guessed, and you at the same time are all ready to turn tail and fly home—there is real sport and a real thrill!

The Safety Area.

Players are lined up on two home lines which are about fifty feet apart. In the middle of the open space between these two lines there is marked off a safety area which is about five feet square, the size of the square depending on the number of players. When the starting signal is given, the players on both home lines start running across the open space to get to the other home line. However, It is standing in this open space, and he tries to tag the runners as they cross over, but if a runner can get to the safety area before It catches him, he cannot be tagged. As soon as he leaves the safety area to continue his journey, It may tag him—if he can! Any player who is tagged by It must stay in the center and help catch other players.

The safety area may be marked off with chairs, or pieces of wood, or trees. It is advisable for players who are in the safety area to watch It, and wait for a good

chance when he is busy elsewhere, before they leave their safe ground for dangerous territory.

I Dare You!

This is just the opposite to The Safety Area. The place marked off in the middle is a dare base, rather than a place of safety. It stands just outside the dare base, and as the players run across the open space, and dare to cross this dare base, It tries to tag them. Any one whom he tags in the dare base, changes places with It, and becomes the new It. Players can be tagged only when they are running across the dare base.

The Birdcage.

There are two goal lines, which are about seventy-five feet apart. One of the children is the birdcatcher and stands in the center of the open space between the goal lines. All other players are standing on one of these goal lines. Each one has chosen the name of some bird for himself, without letting any one else know what bird he has chosen. In that way there may be three or four robins, four bluejays and six orioles, but that will make no difference. When they are all ready, the birdcatcher calls out, "I want all the parrots!" whereupon all parrots must run for the other goal line. The birdcatcher tries to catch them en route, and any one who is caught is to stay in the middle and become the birdcatcher's helper. Then the catcher may call for the bluebirds, and all bluebirds must run to the other goal.

This continues until all the birds chosen by the different players have been called for. All those who have been tagged by the catcher or one of his helpers, stay in the center and help catch other birds. When all the birds

have been called from one goal line, the catcher and all his helpers face the other goal, and the catcher starts calling for the remaining birds who crossed in safety the first time. This time it will be easier, for the catcher remembers the names to which the runners responded. With so many helpers, too, it should not take long to gather in the few birds who were successful in getting across the first time.

Neither the catcher or any of his helpers are allowed to stand any place except in the very center of the open space until after the catcher has called for a bird to run. The reason for this is that the different catchers, if allowed to do so, will crowd up to the goal line on which the remaining runners are standing, giving a runner no chance whatsoever to get across to the other side when his name is called. There should be side limits beyond which no bird may run. Trees or stones make very good boundary posts.

Chase Tail.

Players are divided into two lines. There should never be more than fifteen players in a line. These lines stand at diagonally opposite corners of a square which may be marked off by chairs or trees, and is about twelve feet across. When the starting signal is given, the first player of each team starts to run around the square, running to the right, and back to his team where he touches off the next runner. This second runner does the same thing, and so does the third, and then the fourth, until all the players of a team have run around the square. The team which first gets its last runner home is the winning team.

Let a runner from one team overtake and pass the

runner from the other team, and there is real sport. At that, it looks remarkably like a dog chasing its own tail!

Squirrel.

Players are divided into groups of four, with two extra players left out for a hunter and a squirrel. Three of the members of these groups of four take hold hands and form a tree. The fourth player is the squirrel and gets inside the tree. When all the trees and squirrels are ready the homeless squirrel on the outside starts looking for a home, while the hunter chases him and tries to tag him before he gets a home. This squirrel dodges into a tree which belongs to some other squirrel, and the squirrel whose home has been taken away must leave at once, for the hunter is after him. If the hunter catches him he will have to become hunter and chase the former hunter, who becomes a squirrel and runs for a home.

After two or three minutes of this, the leader goes about the group asking each squirrel to change places with one of the three players who form a tree for him. After another two or three minutes this is repeated, so that every player may have a chance to play squirrel.

Round Race.

Players form a large circle, all of them facing for marching, each player being far enough behind the runner in front of him so that he cannot possibly touch him. At the starting signal they start to walk around in a large circle. In just a minute they are given the order to trot, and then in another minute to run and to try to tag the one in front of them. As soon as a player has been tagged he is to drop out of the circle, which gradually gets smaller and smaller, each player's object being

to tag the one in front of him, thereby putting him out.

When it gets down to three or four children chasing each other around in a circle, I leave it to you to guess what it looks like!

Circle Prison.

Children are divided into two groups, the groups standing about twenty feet apart. The members of one of these groups are to divide into teams of three each. The three members of each team stand in a line, holding hands, and are called the catchers. The players in the other group, who are the prisoners, do not pair off, but each one runs alone. When they are all ready, the catchers start chasing the prisoners. To really catch a prisoner they must encircle him. As soon as a prisoner is encircled he becomes a member of the team that caught him, and helps catch the prisoners who are still running around loose. The prisoner who is last to be caught is the prize winner.

It is a good plan to have boundaries beyond which no prisoner may run.

End Tag.

Players are divided into groups of five, each group taking plenty of room for itself. Four of these five stand in a column with their hands on the shoulders of the one in front of them, the one in front stretching out his arms as widely as he can. The fifth member of each team is It, and stands out in front of his team, facing it. He is to try to tag the last player of the column, while all the others in the column work against him by trying to keep him away from this last player. When the starting signal is given, all the different Its start to try to tag the

end player of their teams, while the other players of the different teams protect their "tails." The one in front, who is holding out his arms, cannot bend his arms, but by moving them up and down keeps It from getting around to the end of the line.

When It finally does succeed in touching the last player, that player becomes the new It while the old It takes the place at the front of the column.

Players must keep their hands on the shoulders of the one in front of them. They never do, however, and some one always falls down, but one of the finest phases of this game is that when a player falls down, it is not the fall that counts and that must be considered. The important thing is that one must get up on one's feet again as quickly as possible. The game is the thing, not the fall!

Tug of War.

Players are divided into two teams, members of each team standing in a column, leaders have arms folded, while all the other children put their arms around the waist of the player in front of them. When they are all ready, the two leaders take hold each other's hands, and then each line starts to tug, at first very easily but gradually putting more effort into it, until at last they are all pulling for all they are worth to see which line can make the other line break its hold. Arms must be kept around waists.

Leaders are advised against putting on this Tug of War directly after supper!

Note:—The Small Group Games which are listed be-

low have proved very successful when used in large groups if the children are divided into groups of equal size, no group having more than twenty players, the same game or contest being used with each group:

1. Slap and Run.
2. Sit Ball.
3. Whirlagig.
4. Kick Ball.
5. Exchange.
6. Cross Over.
7. Square Change.
8. Takeaway.

Games for Small Groups.

Slap and Run.

Players are divided into two teams, A and B, which teams face each other. The first player of team A goes calling on team B, all the members of which team have their hands stretched out in front of them. The visitor goes slowly down the line, looking at the hands. Suddenly he slaps one of the outstretched hands and runs for home as fast as he can. The child whose hand was slapped gives chase, and if he can tag him before he reaches his own line, this "visitor" must go back with the player whose hand he slapped and become a member of his team, team B, going to the foot of the line.

Then the first player in team B goes over to visit team A, and after going down the line slowly, looking at the outstretched hands, he suddenly slaps a hand and runs for home. If he is tagged before he reaches home, he must go over to the other team, going to the foot of the line.

This continues until every member of both teams has gone "a-visiting." The team which gained the most new members is the winning team.

Booby Ball.

Players are standing in a circle. One of the players throws a soft indoor baseball into the center of the circle, calling out the name of some other player as he throws the ball. Immediately all the players except the one whose name was called, run away, while that player runs in to get the ball and tries to hit one of the running players with it. The one who is hit is the "booby" and must sit in the middle of the circle, while the player who hit the booby takes the ball and throws it in the middle, calling out the name of another player. The game then goes on as before, the booby in the center being allowed to come out as soon as another player has been hit by the ball.

Formerly this game was played in a way that made the player who was hit by the ball, It, but it was found that most of the players enjoyed being It, so they put themselves in the way of being hit by the ball. This, of course, spoiled the real fun of the game, so the "booby" was created. It is no fun to be the booby, so there is real effort displayed in avoiding the ball!

And Then It Broke!

Players form rather a large circle around the storyteller, all of them being seated on the ground. The storyteller begins to tell a story which may be about anything under the shining sun, and just when every one is very deeply interested, he cries out, "And then it broke!" and jumps to his feet and chases the players until he catches one of them. The one tagged becomes the new storyteller, sits on the ground with the others around him, and tells his story, interrupting himself

with, "And then it broke!" and chasing the players until he catches a new storyteller.

Sit Ball.

Children sit in a circle on the ground, with about two feet between players. They are given two or three basketballs, or soft indoor baseballs, and are to throw these balls from one to another, trying however to avoid It, who is in the center, and is trying to catch the ball thrown from one player to another. If It succeeds in catching the ball as it is thrown across the circle, the one who threw it must change places with It. Also, if It is able to tag a player while he is holding a ball, that player becomes It.

Because of their mad haste to get rid of the ball when they see It coming, players throw the ball anywhere and everywhere, so a rule is made to the effect that when a player throws a ball to another player, he must call out the name of that player to prove that he has a real goal for his ball.

The Lame Bear.

The lame bear is asleep in his den, which den may be a tree or a corner anywhere. All the other players are tormenting him, trying to wake him up and anger him, and to make him rise and chase them. They come stepping softly up to him crying, "Boo!", and poking at him, making sure of a safe get-away, however, before they get too familiar. All of a sudden the bear wakes up, and, jumping up, tries to catch one of them, but he is not allowed to run without limping at each step. This makes the catching of good runners a difficult task unless

he has been successful in watching for one of his tormentors to become indiscreet and venture too close, in which case he has the advantage of a surprise on the runner.

Any tormentor who is caught changes places with the bear. No bear can tag a player while seated. The bear must get up before he can legitimately tag a player.

Pull Stick.

This game is for children who enjoy tests of strength. Players form two lines and face each other, each player having an opponent in the opposite line, the leader seeing to it that opponents are as evenly matched as possible. Each pair of players is then given either a sawed-off broomstick, or, if possible, a wand. They grasp the wand in both hands, and when the starting signal is given they start to pull without jerking, and the one who can pull his opponent across to his side before the leader counts to twenty scores a point for his team.

The winning team is the one which "persuades" most new members to join its ranks.

Whirlagig.

One player is chosen as leader, and all the other players are to become whirlagigs. Each one is to keep in action every minute except when the leader suddenly and unexpectedly whirls about, calls his name and points at him. The player pointed at must immediately stop all action and remain motionless all the time the leader is looking at him. A player who moves or smiles or laughs while the leader is looking at him, changes places with the leader and becomes It.

Players may go through any movements they choose,

as long as they keep violently active except when the leader points at them.

Takeaway.

This game is played to the best advantage when there are not more than ten players in a group. Each of those ten players takes a partner, and all through the game a player throws the ball to his partner only. The ball may be either a soft indoor baseball or a basketball. The rules for the game are very simple, for no score is kept, the object of the game being just fun, pure and simple.

The leader throws the ball into the group, and the one who catches it throws it to his partner, whereupon every player in the group tries to intercept the ball and get it for himself. The one who does catch it throws it to his partner, and they keep the ball to themselves as long as they can—which will not be very long! There is only one rule to govern the intercepting of the ball. That rule is that no one is allowed to touch a person in trying to get the ball. Only the ball may be touched. This means, of course, that it is necessary for a player to be mighty quick and to be able to jump if he wants to get the ball his partner is throwing to him. But no one is allowed to keep the ball longer than it would take any one to count five. After that time any one can snatch the ball from his hands.

Another good way to play this, especially in a small group, is to have all the players seated rather close to each other. No one is allowed to get up or to leave his place to get the ball. Each one may reach up or stretch out as far as he pleases, but cannot get up or leave his seat.

Kick Ball.

Children are divided into two teams, members of which sit on the ground facing each other, leaning on their hands which are braced behind them. The leader rolls a volley ball down the center between the two rows, the players on each side trying to kick it and at the same time lift it so that it will go over the heads of the players of the opposing team. Each time a ball is kicked over the enemy's head it counts as one point for the team that kicked it over. If the ball is kicked out at either end of the two lines, or if it rolls between the players, the leader takes it and again rolls it down the center.

No player is at any time allowed to touch the ball with his hands. It takes real skill and a real toe to lift a ball off the ground while the lifter is seated!

Exchange.

Children form a circle with two players standing on the outside, both of these outside players being provided with a large indoor baseball, or a basket or volley ball. When the starting signal is given they start to run in opposite directions, and when they meet they are to exchange balls and then continue to run around the circle to see which can first reach the place from which they started. The one who does get there first, throws his ball to some other player and takes his own place in the circle, while the loser must go over to the place where the chosen player is standing. When ready, these two start to run in opposite directions, exchanging balls when they meet, and then racing to get to the vacant place first.

If you think it an easy matter to exchange balls while running as fast as you can, you have never tried it!

Cross Over.

Players are standing in two lines facing each other, while It stands in the open space between them. When they are all ready It calls out, "Mary, change with Fred," and Mary and Fred, who are on opposite sides, must cross over and take each other's place. But—they must hop on one foot, and It is going to try to tag one of them, which will mean that the player tagged is to change places with It. However, It must hop on one foot, too, so it is not as easy for him as it might seem. It is always the business of the one who is It to call out the names of two players who are on opposite sides, asking them to change places, and then to try to tag one of them.

To have to hurry while hopping on one foot is a hard day's work!

The Unknown It.

Players form a circle holding their hands before them, palms together. It, who is in the middle of the circle, holds in his hands a small object like a stone, or a very small rubber ball, or a marble. It walks slowly around the inside of the circle, putting his hands between those of the players in turn, pretending to give each one of them the object he holds. Each player, too, pretends that he has been given this object, but suddenly, the one who really does receive it, breaks away from the circle, and running as fast as he can, gets away from the other players. They, of course, set chase for him, and the one who catches him gets the object and becomes the new It.

The one to whom It gives the stone should always wait until It has gone past two or three other players

beyond him, or even around the entire circle again before he runs away, so that no one may suspect that he has the stone, as he is thereby able to get a good start before the others realize that he is gone.

Tree Corner.

This is played like "Puss in the Corner," trees being used in place of corners. Every one but It has a tree. Players are to change trees constantly, while It goes about looking for a chance to steal a tree from one of them. If It gets to a "vacant" tree before the player for whom it was intended can get there, the tree belongs to It, and the unfortunate player who is left without a tree becomes It and must try to beat some other player to an unoccupied tree. It may also call out "All change!" which will mean that every player must at once change to another tree, and if It can get one in the shuffle, so much the better for him!

If this is played in a place where there are a great many trees and just a few players, certain trees may be designated as "corners" and marked with pieces of paper or cloth, so that there will always be one player left without a tree. Chairs, stationed about at irregular intervals, may be used instead of trees.

Square Change.

Players form a hollow square, each player, including It, having a number. It stands on the outside, about six feet away from the square. His object is to get the place of one of the players. He calls out, "No. 3 and No. 7 change places!" Immediately 3 and 7 run across the inside of the square, each one trying to get to the

other one's place before It can get to it. If It gets there first, the one who lost the place becomes It, asks two numbers to change places, and tries to capture one of the places.

It must always stand at least six feet away from the square when he calls out the numbers of two players who are to change places.

Quoits.

This is played just like "Horseshoe" except that either rubber or rope quoits are used instead of horseshoes. Ready-made quoits may be bought in either rubber or rope, or rope ones may be made at home by taking twelve inch pieces of fairly heavy hope, splicing the ends, and binding the junction with heavy adhesive tape.

The stakes are put into the ground about twelve feet apart, the distance depending on the size of the children. Either two or four children may play in each group. If only two are playing they stand at the same stake and in turn, each one throws his two quoits over to the other stake. As soon as they have thrown their quoits they go across to the other stake and find out which one's quoits landed nearest the stake. If A finds that both of his are nearer the stake than B's quoits, A has two points to his favor. But if only one of A's is near the stake and one of B's is nearer the stake than is the other one belonging to A, then A has only one point, while B still has none. In case of a tie there is no score.

A ringer, which is made by throwing one's quoit directly over the stake and encircling it, counts for five points, while a leaner, which is a quoit leaning up

against a stake, counts for three. If the first player makes a ringer or a leaner, and the second player knocks it off when he throws his quoits, there is no score for either ringer or leaner.

When there are four players, partners separate and go to opposite stakes. A1 and A2 are partners, as are B1 and B2. A1 and B1 are at one stake, and A2 and B2 are at the other. A1 and B1 throw their quoits first and then after the score is determined, A2 and B2 throw. Partners keep a joint score, of course. Thus, if A1 makes two points the first time, and A2 makes one point, the score for team A is three.

The score limit is usually twenty-one, although that may be shortened or lengthened at will.

Tag Games

These tag games are used to best advantage at picnics and out-of-door parties, but most of them can very easily be used indoors if a playroom is available. However, one could hardly call them parlor games!

In every one of these tag games except "The Mysterious It," the children should learn to call out, "Mary is It!", when John has tagged Mary and she becomes It. Confusion as to who is It inevitably spoils the game.

The leader should use her own judgment in establishing limits to the territory open to the players when running away from It. Too big a space makes a game slow. The children themselves soon understand this, and learn to set their own limits.

There should be no more than twenty players to a group for any of these games. Tag games are not successful when used for large groups.

Walk Tag.

No running is allowed. Players may walk only, no matter how badly they want to get out of the neighborhood of It. However, It is not allowed to run either, but must walk, so life is not so serious a matter after all.

Reverse Tag.

All players and It must walk or run backwards. Collisions are inevitable, but what is a bump or two between friends!

Slap Tag.

All players must keep their hands stretched out in back of them while running. It tries to slap a hand. When he succeeds, the owner of the slapped hand becomes It.

Gymnastic Tag.

To make themselves safe, players have only to touch the floor or ground without bending their knees. This is especially recommended for children who are overweight!

Sit Tag.

A player needs only to sit on the ground with arms folded to be safe. Sprawling on the ground does not count for safety. Unless a player is sitting upright with arms folded, It may tag him.

However, sitting upright on the ground with arms folded is not an easy position to assume when one is in a great rush!

Wood Tag.

When a player is touching, or standing, or sitting on wood he cannot be tagged.

Tiptoe Tag.

There is a home line on which players may stand when they wish to rest and be safe, but as soon as a player leaves this home line he must walk on tiptoe. It, too, must walk on tiptoe.

Needless to say, there is no running!

Automobile Tag.

It is given an old automobile tire which he rolls toward the other players. The one whom he hits becomes It. A barrel hoop may be used instead of the automobile tire.

Foot Tag.

It is allowed to tag feet only. If he is able to tag the feet of another player, that player becomes the new It. This can hardly be called a graceful game. Feet have a habit of suddenly passing onward just as It makes a noble effort to tag them!

One Hand Tag.

It must keep his hands joined in front of him, and cannot tag a player except with his hands joined in this way.

Another way to play this is to have It join his hands in back, making it necessary for him to tag with his shoulder.

Elbow Tag.

It has his hands joined at the back of his neck, making it necessary for him to tag with one of his elbows. That is *work*.

Ankle Tag.

To become safe, a player must take hold of another player's ankle. Any number of players may take hold of the same ankle and be safe. The owner of the ankle, too, is safe, but far from comfortable!

Handkerchief Tag.

A ball of cotton is tied up in a man's handkerchief. It carries this, and when the game begins, throws it at some one. The person hit becomes It, and in turn, tries to hit some other player with the handkerchief.

Mysterious Tag.

One of the players is given a small red card, or a piece of red cloth, or some small object which can be kept hidden in the hand. That player is It, but no one knows it because the leader has given him this "It" card while no one else was looking. Therefore, as no one knows who It is, it behooves them all to get away from their neighbors. When the signal for starting the game is given, they scatter, and the unknown It tags the first player he can reach, quietly slipping him the little red card after tagging him, being careful not to let the others see him pass the card.

Then this new It starts out for prey, and as soon as he can touch another player, passes him the red card.

There is a thrill in dodging this mysterious It that comes in no other game. No one knows just who It

is, so every player considers every other player a dangerous neighbor, and tries to keep his distance from all his friends! If a boundary limit is fixed, it makes for the wildest excitement and fun!

Stork Tag.

To make one's self safe from being legitimately tagged, players must be standing on one foot only, when It tags them. Any player who is tagged when running or standing on two feet becomes It.

Hang Tag.

This game is possible only when played in a woods or on a lawn on which there are a great many trees with low branches. To become safe, a player needs only to get his feet off the ground and to hang from something. It cannot tag him when he is in that position. No rule is necessary as to the time limit for his playing safe and hanging there!

Musical Tag.

A player cannot be tagged by It if he is singing at the top of his lungs. This is equally hard on players and bystanders alike!

Hop Tag.

Players and It must hop around on one foot. When a player puts both feet on the ground, it means that he is playing safe and cannot be tagged by It. However, It has the privilege of counting 1-2-3-4-5, and, after that, any player who is standing on both feet is obliged to go hopping off on one foot or become It.

Awkward Tag.

When a player is tagged he becomes It, and is obliged to put his right hand on the spot tagged and chase after the other players in that position, tagging with his left hand.

It is good for almost any ailment to run as fast as possible with one's right hand on one's heel.

Squat Tag.

To make themselves safe, players may "squat" with hands on hips and backs straight. If a player is not able to balance himself without leaning one hand on the ground or against some other support, he is no longer safe, and may be tagged.

Back to Back Tag.

Two players standing back to back cannot be tagged by It.

Cross Tag.

It is chasing a player, and another player runs between It and the player he is chasing. Then It must change his "chasee," and turn his attention to catching the player who ran between him and the one he was first chasing. Whenever another player runs between It and the one he is chasing, It must turn and chase this intruder.

Salaam Tag.

If his forehead is touching the ground a player is safe from being tagged. He is not immune to stiff and sore muscles the next day, however.

Roost Tag.

This should be played in a place where there are a great many low places on which the players may "roost." The game would be no fun if players were just to play safe and roost all the time, so they change roosts very much like players change corners in "Puss in the Corner." While they are changing roosts, It may tag them. The one he tags gives up his roost and becomes It.

Somersault Tag.

For boys who want a decidedly strenuous game, we can recommend Somersault Tag. If It is pouncing down upon a boy, and that boy has no desire to become It, he calls out, "Halt!", and leisurely proceeds to turn a somersault, which makes him safe. It must then turn his attention to another player as he can no longer chase this somersaulter until he has chased some other player.

Players must call "Halt!" before they somersault. A somersault done in a hurry sometimes has painful results!

Statue Tag.

To make themselves safe when It is about to tag them, players will have to kneel on one knee with arms outstretched.

Each new It has the privilege of changing the position required to make players safe from being tagged. The more difficult the position It asks them to take, the shorter the time he is It!

Family Tag.

As soon as It tags a player, that player takes Its hand and they go out tagging together. When another player

is tagged, he, too, joins them and the three of them become It. As each succeeding player is tagged he must join the line of Its. This continues until all the players have been caught. The line of Its is not allowed to tag a player if their line is broken. All hands must be joined when tagging, which means that only the player on each end has a free hand, and can tag a player.

Turtle Tag.

This is another strenuous game for boys. Their only hope for safety is to turn turtle, to lie on the ground with feet and hands in the air.

All Fours.

It and all players must run on all fours. When a player stands up, it means that he is taking time out and cannot be tagged. If It thinks that players are taking too many intervals of time out, he needs only to call, "Down on all Fours," and every player must get down and run for his life.

Is it necessary to say that this game cannot be kept up for more than four or five minutes?

A variation of this game is to have players run about as usual, but go down on all fours when they wish to become safe.

CHAPTER V

GAMES FOR SPECIAL OCCASIONS

Christmas Games

Santa Claus' Postoffice.

Inexpensive gifts or Christmas favors are hidden all over the house, each gift having a large letter either printed or pinned on its wrapping. Five or six cards which bear directions for finding that gift have the same letter written on them.

Each child is given a card which directs him to look in a certain place for further directions. When he finds his second card of directions, he finds that it directs him to the third card, which directs him to the fourth card. But this fourth card is merciful and reads, "Look under the bed in the front bedroom and see what Santa Claus left for you!" You know that it will not take him long to get to the front bedroom and under the bed!

To make sure that no one picks up a wrong card of directions, every card as well as every gift must be plainly lettered, the letter on the cards corresponding to the letter on the gift to which they lead. When the gifts are found they must not be opened, but all gifts and all direction cards are brought back into the living-room, where a careful hostess sees to it that all the children have gifts which bear letters corresponding to the letters on their cards of directions. If this is not done some child may be left without a gift.

When all the children have returned bearing a gift, the packages are to be opened one by one, each child opening his package in turn so that the other children may see its contents. These gifts reward the hunters either through the real value of the gifts or through the real laugh caused by misfits. Jimmy Pond, who is a "regular" boy, gets a pink hair ribbon, while dainty Marjorie Burt gets a jackknife. Needless to say, gifts may be exchanged!

Hiding places should be very simple. For example, one set of directions might read as follows: A1. Look under the piano. A2. Look under the rug in the hall. A3. Look under the dining room table. A4. Look behind the first row of books in the large bookcase. A5. Look on the fourth step of the stairway. A6. Look under the kitchen sink and take what you find!

Of course, if fat Bob Wright should draw a set of directions which compel him to start in the laundry and go all over the house in his search, ending up by having to squeeze under the bed in the boys' bedroom to get the package which he found later to contain a baby's rattle, we are sorry for him, but—!

Trimming the Christmas Tree.

Two tiny Christmas trees are placed on stands, one in front of each of the two lines the children have formed. Each child has been given some little ornament for the tree. When the signal is given, the first child in each row is led up to the tree, blindfolded, and told to hang his ornament on the tree in the most artistic place he can "feel." As soon as he has done this he takes off the blindfolder, runs back to his line and puts the blindfolder on the next player. This player is then

led to the tree and he, in turn, puts his ornament on the tree, and when he has finished, hurries back to give his blindfolder to the next trimmer. This continues until they have all put their ornaments on the tree.

However, all this while the children in the other line are doing the same thing, and it becomes a race to see which line can first trim its tree.

It can hardly be said that trees so trimmed are things of beauty. Neither can it be said that one's opponents always appreciate one's blind efforts at artistic effect!

Pass Your Gift.

Each child has been asked to bring an inexpensive gift which is to be given to some other guest. Guests form a circle and when the signal is given, each child starts passing his gift to the right, the gifts continuing as rapidly as possible around the circle. Suddenly, and before a gift has had a chance to get back to its owner, a whistle is blown, and the gift each child is holding at the time the whistle blows is the gift he may take home with him, unless his powers of persuasion are such that he can persuade a friend to change with him, "sight unseen"!

Baby Doll Contest.

Each guest is provided with a candy cane, with the warning that awful punishment awaits the child who eats his cane. Colored crepe paper, scissors, and pins are supplied, and the order is given to dress these canes like baby dolls within five minutes.

A large candy cane is given the one who produces the sweetest baby doll, the judges being careful to pick a

doll dressed by some boy for this prize, while another cane is given the girl who dressed the daintiest baby doll.

Blowing the Christmas Candle.

Children are divided into two teams, members of each team lining up in a straight line. At the far end of the room a bright red Christmas candle is placed on a table, one table and one candle for each line.

The first one in each line is blindfolded, is led up to the table, turned around three times, and then told to blow out the candle. As soon as he has succeeded, he may take off the blinder and run back to his line, where he puts the blinder on the next player's eyes, leads him up to the table, turns him around three times, and tells him to blow out the candle which has been relighted in the meanwhile. This continues until all the players have blown out the Christmas candle, but all the time they are in competition with the players of the other team, who are similarly occupied and similarly handicapped.

The winning team is the one whose members first blow out the candle. This may sound easy. In the turning around process Billy has become so confused that he almost blows the piano over before he realizes that perhaps he is not facing in the right direction!

The Christmas Grab-bag.

If Santa Claus can bring in the grab-bag and preside over it, so much the better, but if Santa is impossible it is just as much fun for guests to be invited to get into line and march through the hall past the bag. Each one is given just one "feel," and must take the thing his hand touches first.

If the gifts are to be inexpensive, let them be as

funny as possible. Have them include those fearful spiders, long, jointed snakes, and ten cent alligators that bite. Or the gifts may be noisy, like tin horns, automobile honkers, and clappers, and after all the guests have had a "grab," ask them to line up for a triumphal procession in which they may work their instruments to their hearts' content—for about two minutes. The neighbors will send in a complaint if it continues longer than that!

Christmas Blind Man's Buff.

All players except one are furnished with a string of jingly Christmas bells which they wear around their shoulders. If these strings of bells are not easy to get, each guest may be given just one bell which hangs on a string. He wears this around his neck, and it is this bell which guides the blind man to his quarry. One player is blindfolded, and it is his business to catch some other player and guess who he is. When he succeeds in catching a player he asks him to say, "Merry Christmas," and if he guesses correctly in one guess who his victim is, that victim must give up his bell to the blind man, put on the blindfolder and stay blind until he can catch and identify another player.

There never was a more Christmas-y sounding game! Children invariably love the jingly bells.

The Santa Claus Puzzle.

If gifts are to be distributed it adds a great deal to the fun to have a bit of mystery about it. Santa Claus comes in with his pack on his back. After the usual preliminaries he announces that he has a wonderful lot of gifts in his pack, but that the only way a guest can get

one of his wonderful packages is to guess what is inside it! You know what this element of mystery will do for children!

All the gifts are done up in tissue paper in queer shapes, so that there is no clew as to what they are. Santa Claus takes out one gift at a time, holds it up in front of the guests, and asks them to guess what it is. The first one to call out that it is a book, although its wrappings make it look more like a windmill than a book, gets the package, but is not allowed to open it until all the others have received their gifts. Each guest receives just one gift of course, and drops out of the guessing contest when he receives his package.

When all the packages have been distributed they are all opened at the same time. No further entertainment is necessary!

However, if children are present, Santa Claus must be a very tactful person. He notices that one little mite is too timid to speak up and say what she thinks is in a package, so he picks out a gift, turns to her and says directly to her, "Tell me, Jean, what do you think is in here?" and helps her along until she guesses just what it is, much to her surprise and delight. Other children may have interrupted to tell Santa Claus what they thought was in the package, but Santa has suddenly been stricken deaf, and cannot hear them, having ears for Jean only for the time being.

Also, if there are both girls and boys present and Santa is afraid that a boy will guess a doll package, the names of the different gifts are written on their outside wrappings, and Santa may announce, "This next gift is something in which only girls are interested. Let a boy make a guess at his own peril!"

Christmas Cobwebs.

Inexpensive gifts are fastened on one end of long, brightly colored strings or ribbons. To hide these gifts, the hostess takes one at a time, hides it in some part of the house, and then takes the string and makes it take a devious course back to the room from which the hunt is to start. She may tie the string in a loose knot on a bedpost; run it across to the dresser where she ties it to a knob on a drawer; run it out in the hall, where it is fastened to a coatrack; down the stairs, fastening it to two or three of the bannister posts, and so forth and so on, until the string finally ends up in the room in which the guests are gathered.

At this end of the string will be found a plain white card on which is written the name of one of the players, if the hostess wishes to make sure that certain guests get certain gifts. If there are to be boys and girls at the party, boys' strings may be one color and girls' strings another.

Knots should be easy to untie, and no two strings should come so close together that they could be mixed.

If all games are to be played in one section of the house, this game must of necessity come first. As soon as all the guests have arrived the hunt is announced. It is preferable, though, to have this game come last, and to make this possible, gifts will have to be hidden and strings will have to be woven in some part of the house which is not in active use during the other games of the party. An upstairs, or a laundry, or if possible, an attic, make ideal hunting grounds.

Other games, written up elsewhere in this book, which may be used to good advantage at Christmas time are as follows:

1. *Indoor Menagerie.* Players take the names of Christmas toys instead of animals.

2. *The Grand Grand March.* Christmas candies are hidden in place of peanuts.

3. *The Doll Shop.* Santa Claus acts as the shopkeeper.

4. *The Candy Hunt.* Christmas favors or hard Christmas candies are hidden.

5. *The Chain Scramble.* Use bright red and bright green papers.

6. *The Steamboat.* Use Santa Claus, his pack of toys, his reindeers, and his trip as the basis for the story.

7. *Dots.* Draw a picture of Santa Claus, using the five dots for an outline.

8. *Torn Pictures.* Tear out toys.

9. *Drawing by Sections.* Draw Santa Claus.

10. *Circus Parade.* Impersonate Christmas toy animals.

11. *Safety Spots.* Use stars for safety spots.

With the exception of The Grand Grand March, the Candy Hunt, Circus Parade, and Safety Spots, all of the games described and referred to under Christmas Parties are games for groups of not more than fifty children. When groups are larger than that it has proved advisable to use a great many races. The interest is always intense, most of the children can take part, and they are easily managed by an amateur leader. Most of the contests written up in the chapter of Races can be used to good advantage for large Christmas parties. For example, in Overhead Pass, let toys which are awkward to handle be the objects passed back over the players' heads. Or, in Pass the Shoe, have the children race in passing tiny Christmas trees.

Games for a New Year Party

New Year Dramatics.

This works to best advantage in a large group of children, with several older people present to help things along. Guests are divided into groups, according to the month in which they were born. The Januarys meet in one corner, Februarys in another, and Marches in still another, each group finding some place to use as a meeting place. Each group is asked to present a stunt which will represent the month in which they were born. The adults present are to help with an idea for a stunt if that is necessary, as well as with the impromptu costuming and staging of the stunt. Ten minutes is given for preparation, after which they are called out one by one, to give their stunts before the other groups. They are not called out by name but by their position in the room, so that there will be no clew to the name of the month they represent.

The first group called on may be the one nearest the door. It happens to be April, and April comes out and does its stunt, continuing action until the others have guessed correctly what month is being represented. Another group is called out, this program continuing until all the months have performed. All stunts must be performed in pantomime.

It is always a good thing for the hostesses to have at hand a list of suggestive stunts for the months to put on. The stunts may include the following:

January. Snowball fight. Players form two sides and pelt each other unmercifully with imaginary snowballs. Players dodge and get under cover, roll snowballs and throw them, grasp wounded noses and ears,

get hit in the eye and have well-aimed balls go down their backs.

February. One player is Mr. Washington, Sr., and all the other players are little Georges. All these little Georges go walking about, brandishing their new hatchets, swishing at imaginary trees, until finally they arrive at a lovely cherry tree. With one accord and great joy they chop down the tree, looking at it aghast, however, as soon as they see it go down. Then in comes Father, who looks even more aghast. He questions the various Georges, points to the tree, and asks who did it. They look very much ashamed, and one by one their hands go up and their heads go down, whereupon Father forgives them all and takes them to his bosom.

March. Her children are blown in, across the stage, and out again, tumbling and falling against each other, being unable to resist the wind which is furnished by an electric fan.

April. One of the players passes candy to the other members of this group. They bite eagerly into the candy, but suddenly realize that it is April Fool Candy, and with expressions and actions that indicate a burning sensation in their mouths, as well as a burning desire to catch the perpetrator of the joke who is going into spasms of laughter, they go for him and chase him off the stage.

May. Most of the members of the group squat on the floor to represent May flowers. The others come tripping out, smell the heads of the flowers, go into raptures over their beauty and their fragrance and finally pick them. Picking is done by drawing a "flower" to its feet by grasping it firmly around the

neck. Having picked the flowers, the pickers walk off the stage with a flower in each hand. (No one wants to be a flower!)

June. A teacher has her school lined up in front of her. Her pupils giggle and simper while she tries in vain to get correct answers to the questions on the board. Finally, in desperation, she drives the lot of them off the stage, making it clear that she does not want to see one of them till the summer is over.

July. Players light firecrackers and throw them, and bring burned fingers to Mother, who bandages them up with handkerchiefs. The climax comes when one boy burns his nose and has to have that done up in a handkerchief!

August. Players go swimming, put their toes in the cold water and pull them out again with much shivering and shuddering, get water in their noses, go under and call for help, and finally all of them have to turn to and help pull out the fat member who nearly drowns.

September. Teacher goes out for her flock, and brings them to school. The girls are all angels, while the boys have to be brought to school by one ear.

October. An old man with huge spectacles on, sits in his chair, sleeping. The others creep up to him softly, tie him in his chair, and just before leaving him tweak him by the nose to wake him up, and run away taunting him, while he tries in vain to catch them.

November. Players sit around a table and eat, and eat, and eat. Finally, one by one, they begin to show signs of distress, until all of them are in violent pain. Then Mother comes to the rescue and forcibly admin-

isters a large dose of medicine, to the disgust of all the players and to the delight of the audience.

December. A Sunday School class is shown. A branch which serves as a Christmas tree, stands in one corner, presumably laden with gifts. The "children" are perfect little angels until the gifts have been given out, and then they start out to act naturally, which is time for *this* scene to close!

Generous Months.

If the hostess would like to make her party rather elaborate, she may give several inexpensive favors representative of the different months of the year. Three or four assistants will be needed to help her in distributing these gifts or favors. One assistant will be January and will dress as Father Time. A sheet, a string beard, and a scythe made out of a carpet sweeper handle and some cardboard, make up his costume. He comes out before the group, makes a deep bow, and tosses his little pack into the midst of the guests. The favors may be little pocket diaries for the coming year, or kewpie dolls to represent the Baby New Year.

February comes out in an impromptu George Washington costume, and the pack he tosses may contain little boxes of candy cherries.

March is a breezy lady, much beveiled, with an electric fan behind her to help the breeziness. Her gifts are little bags which contain balls and jacks for the girls and marbles for the boys.

April is a grotesque looking creature whose contribution takes the shape of little novelties one can buy, which either explode when one opens them, or else pop away across the room into some nervous girl's lap.

May is a flower-bedecked lady who throws posies at the guests.

June brings forth a much harassed school teacher who grudgingly holds out promises of a two months' vacation.

July is dressed in red, white and blue bunting, and distributes sparklers which are to be lighted when the grand march into the dining room is called for by a later month.

August represents the agonies of sunburn. Her face and neck and arms have been covered with rouge until they look positively painful. She makes only the most necessary movements in giving out promissory notes for ice-cream cones, which notes will be made good later in the evening.

September is dressed like a policeman and comes striding in swinging his club as he passes out written notices to the children to appear at school for nine months' hard labor. He is invariably hooted out of the room!

October is a witch and brings the children small bags of candy corn, with threats of awful punishment if they ever throw corn on *her* windows.

November should either *be* a large person, or should have his clothes stuffed so that he looks like a very large person. He struts in in a very complacent manner and importantly asks the guests to follow him into the dining room. They never need a second invitation.

December is of course, Santa Claus, and distributes toys between courses while the children are at the table. These toys should in every case be mirth-provoking.

Each of the assistants who represent the different months may represent two or three of the months. All

costumes should be very impromptu, and the funnier the gifts and favors the better.

Candle Fortunes.

Candle Fortunes and the Snowball Fight are for groups of not more than twenty-five children. Twelve candles are placed in a row on the floor and lighted. If possible, the candles should all be of different colors, but if that is not possible the saucers on which the candles stand may be numbered from 1 to 12. One by one the guests stand against a wall opposite these candles, and then run towards them and jump over them. If none of the candles go out it will mean that a very quiet and unexciting year is in store for the jumper, but the more candles that go out during the jump, the more exciting the year will be for the jumper.

As each guest jumps over the candles, the hostess notes the candles which have gone out and immediately reads from her list of prophecies the forecast for the coming year for that guest, taking pains that all other guests shall hear her. This list should have more than one prophecy for every month, so that the hostess may vary her forecasts. The following prophecies are typical: *January.* You will become a millionaire shoveling snow off walks. *February.* You will chop your way to fame, via your little hatchet. *March.* You will travel a great deal, being blown from one place to another. *April.* Alas! You will become more foolish every day! *May.* You will bloom into such beauty as you have never before known (this one being particularly good for boys). *June.* You will be married before another hundred years. *July.* An awful explosion

will mar your beauty. Look out for firecrackers at your heels. *August.* You will be in a terrible catastrophe and will be blistered and burned beyond recognition. Then you will shed your skin, and a brand new one will be given you, especially if you go swimming enough on hot days. *September.* You will be arrested and go into bondage for another year's work with a geography under your arm. *October.* You will be in great danger but will escape real trouble only if you can run faster than the lady on whose window you ran a tick-tack. *November.* A serious illness awaits you, but your mother will administer a large dose of Castor Oil at the end of Turkey Day, and all will be well. *December.* A great change will come into your life. Your whole character will change for the better and you will become prompt, obedient, helpful and everything else that you can think of to put Santa Claus into a good humor. Our only regret is that it will not last after Christmas Day.

If the children are small, the candles should be very short. In any case, the leader should watch very carefully to prevent danger from clothing catching fire, although I have seen this game played over and over without the slightest bit of danger. However, better be safe than sorry!

The Snowball Fight.

Snowballs are made of balls of cotton, about four inches in diameter. Enough adhesive tape is wrapped around these balls to insure the cotton staying where it belongs. Then a very thin coating of glue is applied, with diamond dust sprinkled over the glue. A line is stretched across the middle of the room and the

game is played exactly like Balloon Ball, written up under Indoor Games, snowballs being used instead of balloons.

White Elephant Exchange.
See Index.

Valentine Day

The following games, written up elsewhere in this book may be used to good advantage for a Valentine Party:

1. *Shoot the Face.* Draw a face on a large heart.
2. *The Grand Grand March.* Hide hearts or valentines.
3. *Clothespin Fishpond.* Fish for hearts.
4. *Candy Hunt.* Hunt for hearts or valentines.
5. *Safety Spots.* Use hearts made of heavy paper for safety spots.
6. *Overhead Pass.* Put tiny candy hearts in the pan.
7. *The Nut Race.* Race with candy hearts on the back of the hand.
8. *The Flour Hunt.* Search for a heart in the flour.
9. *Nose Push.* Push a heart.
10. *Card Throw.* Throw hearts.
11. *My Cat.* Change to "My Heart."

Washington's Birthday

The Cherry Tree Race.

Two small branches of trees are placed on a table at one end of the room, one branch in front of each of the two lines into which the children have been divided.

On these branches have been tied candy cherries, the knot in the string being loosely made. When the signal is given, the first one in each line runs up to the cherry tree, unties a cherry for himself and runs back to touch off the next runner who goes through the same procedure. This continues through the entire line, the two lines being in competition to see which line can first pick its cherries.

For directions for the following games, see Index:

1. *Wand Race.* Use a cherry branch instead of a wand.

2. *Nose Push.* Use a large cherry instead of a peanut.

3. *Candy Hunt.* Hunt for cherries instead of candy.

4. *Foolish Grand March.* Give out paper soldier caps.

5. *The Grand Grand March.* Hunt for cherries instead of peanuts.

6. *Clothespin Fishpond.* Fish for cherries or hatchets.

7. *Steamboat.* Use a story of George Washington. It may be the episode of the cherry tree, or it may be a story of his home life at Mt. Vernon, or the crossing of the Delaware. In each case a catastrophe is necessary. The falling of the cherry tree is a good one. At his home at Mt. Vernon George Washington may have fallen off his horse while out riding, and crossing the Delaware he may have fallen in the river!

Easter

If possible, invitations should be written on colored eggs. This will mean, of course, that invitations should

be delivered "by hand," unless the eggs are very carefully packed *and* hard-boiled!

Eggshell Football.

This is played around a table and is used to best advantage in a small group unless it is possible to provide several tables, with not more than ten at a table. The players at each table are divided into two teams, members of one team guarding one end of the table, and members of the other team guarding their end. The contents of an egg are blown out, the eggshell serving as a football. A chalk line is drawn across the center of the table, or, if this is not possible, a white thread is stretched across instead, to mark the dividing line between the two teams.

The egg is placed on this line, and when the starting signal is given, all players start to blow, their object being to blow the egg into the territory of the enemy and off the edge of the table on the enemy's side. If the egg does go off the side or end of the table, it counts for a touchdown for the opposite side. No one is allowed to touch the egg, players holding their hands behind them.

The time limit is ten minutes, the team having the greatest number of touchdowns at the end of that time being football champions.

For directions for the following games, see Index:

1. *Candy Hunt.* Hide eggs and announce that the different colors have different values, and that some of them count for more than others. Which are the valuable eggs is not announced until all eggs have been brought in.

2. *Nose Push.* Push eggs.

3. *Pieplate Roll.* Eggs are rolled to the goal and return.

4. *The Foolish Grand March.* Distribute huge rabbits' ears made out of stiff white paper. These are to be worn all through the march. Any one who loses his ears is given a foolscap to wear.

5. *Safety Spots.* Cut eggs out of heavy paper and use them for the safety spots.

Hallowe'en

Rubber!

Apples are hung on rubber strings in a doorway. The rubber strings are not the worst of it. The apples have been given a thin coat of molasses to add zest to this game! Each contestant, with his hands tied behind him, tries to bite one of the apples. As soon as he has been able to get just one bite out of an apple, it is taken down and given to him. He deserves it!

There are never more than 3 or 4 apples hung up. Neither the contestants nor the other guests could stand any more!

Pin the Apple.

Apples are placed in a pan or a tub of water, and contestants spear them with common pins. That is, they try to.

Yellow Heads.

Every child is given a yellow paper bag which he puts on his head, tearing slits for his eyes and his mouth. The room is darkened and the children are asked to walk around, shake hands with other guests and to try to guess their identity.

For directions for the following games, see Index.

1. *Pieplate Roll.* Roll pumpkins instead of plates.

2. *Clothespin Fishpond.* Fish for corks instead of clothespins.

3. *The Nut Race.*

PRACTICAL SUGGESTIONS

Prizes.

In all contests for grown-ups the prize element is almost entirely eliminated, emphasis being placed on the fun of a contest rather than on the outcome. Whenever a prize is given, it is invariably one which will create even further fun.

On the other hand, children seem to have a different attitude toward rewards. Perhaps it is because prize-giving has always played so prominent a part in children's contests. All contests written up in this book tend to discourage the giving of any other than "funny" prizes, prizes which will appeal to the imagination, the whole-hearted fun of the contest being given the emphasis in the minds of the children. All prizes should make their appeal to the imagination, and should depend for their effectiveness upon the element of surprise. A gold pencil as a prize remains a gold pencil with no laughter in it, but a snap-cap or a trick balloon or a jointed creature—and what endless possibilities known only to the ingenuity of a child!

The same rule applies to gifts. When gifts or favors are given the children to take home they should be inexpensive, the real emphasis being placed on the fun made possible by them and perhaps by a hunt for them, the real issue being the resultant fun and mystery and surprise.

Refreshments.

Hoping that I do not sound parsimonious, may I suggest that the same idea be carried out in refreshments? To be sure, refreshment time plays an important part in children's parties, but if more time and thought is put on novel ways of surprising the children instead of actually stuffing them with sweets, body, mind and spirit will profit by it! Theresa Wolcott's Book of Games and Parties has a great many suggestions for refreshment time which can be used to very good advantage for this refreshing of body, mind and spirit!

Then, too, almost every confectionery store has a supply of foolish paper caps, snappers, sparklers and the like, all of which give a festive appearance to a group of children at refreshment time, and go a long way toward creating that spirit which sends the children home with flying feet, eager to tell Mother about that party "where we had the *most* fun!"

Blindfolders.

Instead of using handkerchiefs the hostess should prepare folders made of long strips of gauze on which have been placed pieces of absorbent cotton, held by adhesive tape in just about the place a child's eyes would come. Several of these blindfolders can be made at very small expense.

Partners.

In several instances directions are given for children to find partners. It has always proved more satisfactory to have this done automatically rather than have the children choose partners. One very satisfactory method, especially with large groups, is to use the grand march,

the formation for which is described in The Grand Grand March. Wherever partners or lines or columns or formations of any kind are called for in a game, this grand march method has proved invaluable. One reason for it is that children love to march. Another is that every one gets a partner and there are no uncomfortable and conspicuous leftovers.

In many of the large group games directions are given for boys to line up in one line and girls in another. At a girls' party that will simply mean that all girls are to be divided into two lines, while the same would be true for a party made up of boys.

Musical Games.

Children up to High School age invariably love Musical Games. Mary Hinman's Volume III of Gymnastic and Folk Games is full of such games, games which I have seen children of all ages play over and over with continued enthusiasm and enjoyment.

Conclusion.

The leader who really plays her part in the play of childhood may be forgotten, but the joy she has created will be written in the Book of Happy Memories, and the effect of her leadership will be felt in the coming manhood and womanhood of our country.

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